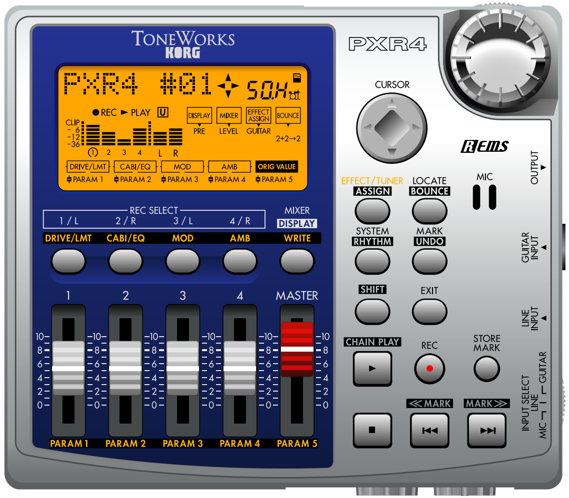
Owner's Manual

PANDORA PXR4

DIGITAL RECORDING STUDIO



REMS

TONEWORKS
HYPERFORMANCE PRODUCTS
KORG

Ⓔ ②

To ensure long, trouble-free operation, please read this manual carefully.

Precautions

Location

Using the unit in the following locations can result in a malfunction.

- In direct sunlight
- Locations of extreme temperature or humidity
- Excessively dusty or dirty locations
- Locations of excessive vibration

Power supply

Please connect the designated AC adapter to an AC outlet of the correct voltage. Do not connect it to an AC outlet of voltage other than that for which your unit is intended.

Interference with other electrical devices

This product contains a microcomputer. Radios and televisions placed nearby may experience reception interference. Operate this unit at a suitable distance from radios and televisions.

Handling

To avoid breakage, do not apply excessive force to the switches or controls.

Care

If the exterior becomes dirty, wipe it with a clean, dry cloth. Do not use liquid cleaners such as benzene or thinner, or cleaning compounds or flammable polishes.

Keep this manual

After reading this manual, please keep it for later reference.

Keeping foreign matter out of your equipment

- Never set any container with liquid in it near this equipment. If liquid gets into the equipment, it could cause a breakdown, fire, or electrical shock.
- Be careful not to let metal objects get into the equipment. If something does slip into the equipment, unplug the AC adapter from the wall outlet. Then contact your nearest Korg dealer or the store where the equipment was purchased.

THE FCC REGULATION WARNING (for U.S.A.)

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Unauthorized changes or modification to this system can void the user's authority to operate this equipment.

CE mark for European Harmonized Standards

CE mark which is attached to our company's products of AC mains operated apparatus until December 31, 1996 means it conforms to EMC Directive (89/336/EEC) and CE mark Directive (93/68/EEC).
And, CE mark which is attached after January 1, 1997 means it conforms to EMC Directive (89/336/EEC), CE mark Directive (93/68/EEC) and Low Voltage Directive (73/23/EEC).
Also, CE mark which is attached to our company's products of Battery operated apparatus means it conforms to EMC Directive (89/336/EEC) and CE mark Directive (93/68/EEC).

Table of Contents

What is REMS ?

REMS (Resonant structure and Electronic circuit Modeling System) is KORG's proprietary sound modeling technology which precisely reproduces the complex character and nature of both acoustic and electric instruments as well as electronic circuits in real world environments. REMS emulates a wide variety of sound generation characteristics including instrument bodies, speakers & cabinets, acoustic fields, microphones, vacuum tubes, transistors, etc.

Introduction

Thank you for purchasing the TONEWORKS *Digital Recording Studio* **PXR4**.
In order to take full advantage of the PXR4 and enjoy trouble-free operation, please read this manual carefully. After you have read this manual, please keep it for future reference.

Printing conventions in this manual

[ ]: Keys, and knobs on the panel of the PXR4 are enclosed in [square brackets].
" ": Parameters that appear in the display are enclosed in double quotation marks.
Steps 1 2 3 ...: Steps in a procedure are indicated as 1 2 3 ...
→p.■■: This indicates a reference page.
, note: These symbols indicate cautions or advice.

Display screens in this manual

The parameter values appearing in the display screens printed in this manual are only examples, and may not be the same as what appears in the display of your PXR4.

About your data

The contents of memory may be lost if an unexpected malfunction occurs, so be sure to make a backup of any important data. Korg Corporation can take no responsibility for any damages due to loss of data.

Main features

The PXR4 is a digital multi-track recorder that uses "SmartMedia™" as its storage medium.
The PXR4 lets you record from guitar, keyboard, mic, or other instruments, and mix your tracks to complete a song – all without requiring any additional equipment. You can also use the USB connector to send the recorded data to your computer.

SmartMedia™

In addition to recording in the studio, you can pass "SmartMedia™" back and forth between the members of your band, so that each can record their performance at home to complete the song.

Virtual tracks

The PXR4 has four recording / playback tracks. Each track provides 8 virtual tracks. These virtual tracks give you the equivalent of 32 tracks (4 tracks × 8) of multi-track recording.

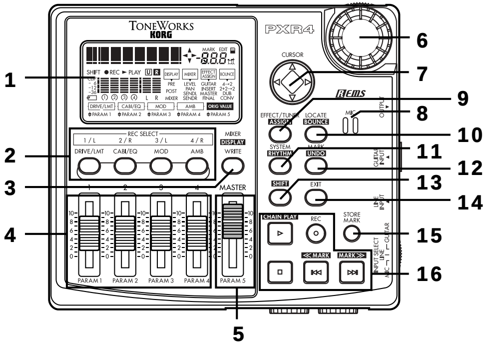
Effects

The built-in effect unit features Korg's "REMS" modeling technology, and contains 100 different effect programs created by professional musicians and engineers. You can also save 100 of your own original effect programs in the user area.

The PXR4 provides other functions such as tuner, metronome, and rhythm patterns to meet your recording needs.

Features of the PXR4 and their function

1. Top panel



1. **Display**
   This area displays level meters for recording and playback, time information (locate), page information, and various parameters.

2. **[REC SELECT] keys**
   These keys switch each track between playback and recording. (→p.25, 69)

3. **[MIXER] key**
   This key accesses the mode in which you can adjust mixer settings (volume, pan, effect send level, etc.). (→p.35, 66)

4. **[TRACK] faders**
   These faders adjust the playback / recording volume of each track. (→p.26, 68)

5. **[MASTER] fader**
   This fader adjusts the overall volume of all tracks.

6. **Dial**
   Use this dial to select parameters or edit their value. (→p.20)

7. **[CURSOR] key**
   Use this key to move between pages. (→p.20)

8. **MIC (internal mic) (→p.12)**

9. **[EFFECT / TUNER] key**
   This key accesses Effect mode (→p.35). If you are already in Effect mode, this key accesses Tuner mode (→p.22).

10. **[LOCATE] key**
    This key accesses Locate mode, in which you can view time counter data. (→p.32, 56)

11. **[SYSTEM] key**
    This key accesses a mode in which you can edit tracks, edit songs, and make system settings. (→p.57)

12. **[MARK] key**
    This key accesses Mark mode, in which you can move to a registered mark or delete a mark. (→p.33, 66)

13. **[SHIFT] key**
    By holding down this key and pressing another key, you can execute the operation printed in highlighted characters above that key.

14. [EXIT] key

This key returns to a desired page specified for each mode or page. When time information is displayed, pressing this key will briefly display the name of the currently selected song.

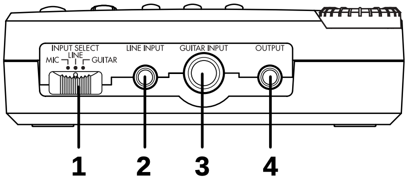
15. [STORE MARK] key

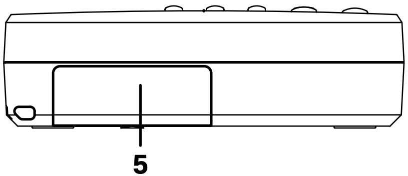
This key registers the desired location of the song as a Mark. (→p.66)

16. TRANSPORT keys

These are the [PLAY], [REC], [STOP], [REW], and [FF] keys. They perform recorder operations during playback and recording. (→p.70)

2. Side panels





1. [INPUT SELECT] switch

MIC: Select this position when using the internal mic.
LINE: Select this position when connecting a line-level device (keyboard or effect unit output) or a mic.
GUITAR: Select this position when connecting a device that has a high output impedance, such as a guitar or bass guitar.

2. [LINE INPUT] jack

Connect a mic or the output of a line-level device such as a keyboard or effect unit to this jack. Stereo input is supported.

3. [GUITAR INPUT] jack

Connect your guitar or bass guitar to this jack.

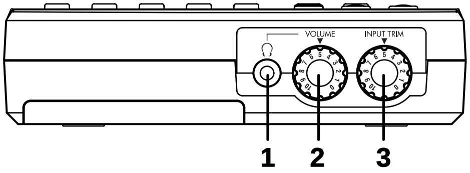
4. [OUTPUT] jack

This jack outputs the stereo audio signal. Connect it to your external monitor system or recording equipment.

5. CARD slot

Insert a card (SmartMedia) into this slot. (→p.13)

3. Front panel



1. [PHONE] jack

Connect a set of headphones to this jack (stereo mini).

2. [PHONE LEVEL] knob: 0...10

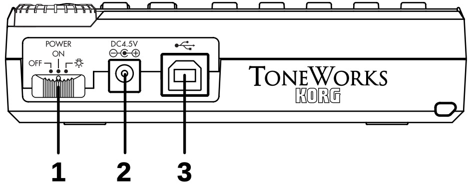
This knob adjusts the volume of the headphones. Higher settings will produce a louder volume.

3. [INPUT TRIM] knob: 0...10

This knob adjusts the input level.

Raising the level of the [INPUT TRIM] knob when nothing is connected to an input jack will produce hum or noise.

4. Rear panel



1. [POWER/BACK LIGHT] switch

This switch turns the power on/off, and turns the display backlight on. (→p.14)

2. [DC 4.5V] connector

Connect the included AC adapter to this connector.

3. [USB] connector

Use a USB cable to connect this to your computer. (→p.52)

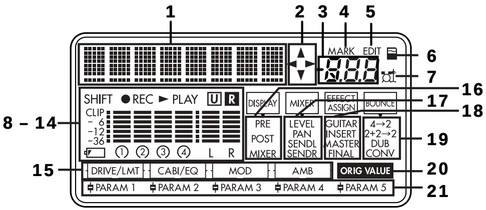
5. Bottom panel

1. [GUITAR INPUT] switch

Set this switch according to the output level of the guitar that is connected to the [GUITAR INPUT] jack.
LOW: Use this setting when using a guitar with low output pickups (such as a single coil pickup).
HIGH: Use this setting when using a guitar with high output pickups.

note If you are not sure which setting is appropriate, set this to **LOW**. If the sound is still distorted when the [INPUT TRIM] knob is in the minimum position, set this switch to **HIGH**.

6. Display screen



1. **Page parameter display / Location counter display**
   This area displays the current time and parameter information.

2. **Page guide display**
   This area shows the direction of the pages to which you can move from the current page by using the [CURSOR] key.

3. **Value display**
   This area shows the value being edited, or information on the page or program.

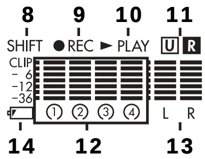
4. **MARK icon**
   This will light when a Mark is selected. At this time, the value display will indicate the Mark number.

5. **EDIT icon**
   This will light when it is possible to use the dial to edit a value.

6. **Card access icon**
   This will light when data is being written to or read from the card.

Never turn off the power when the card access icon is displayed. Doing so may destroy not only the currently selected song, but also the data in the card as well as the card itself.

7. **Rhythm icon**
   This will light when a rhythm pattern is selected.



8. **Shift icon**
   This will light while the [SHIFT] key is pressed.

9. **REC icon**
   This will light during recording, and will blink during record-standby.

10. **PLAY icon**
    This will light during playback.

11. **Undo / Redo icons**
    These will light when undo / redo are available.

12. **Track level meters (1, 2, 3, 4)**
    These indicate the input / output audio levels of each track. A "◯" symbol indicates the track number selected by [REC SELECT].

13. **Master level meter (L, R)**
    This displays the output audio level sent from the OUTPUT jack.

14. Battery empty icon

This will blink when the battery runs low. (→p.14)

15. Effect chain

This area indicates the on / off status of each effect module.

16. Display indicator

These indicate the type of level that is shown by the level meters.
PRE: The meters show the pre-fader levels.
POST: The meters show the post-fader levels.
MIXER: The level meters indicate the value of the parameter (LEVEL, PAN, SENDL, SENDR) selected in the mixer display for each track.

17. Mixer indicator

This area indicates the parameter that you are editing in Mixer mode.
LEVEL: You are in the page that sets the audio level of each track.
PAN: You are in the page that sets the stereo left / right position of each track.
SENDL: You are in the page that sets the effect depth for the left channel of each track.
SENDR: You are in the page that sets the effect depth for the right channel of each track.

18. Effect assign indicator (→p.67)

This area indicates the effect type (effect insertion location).
GUITAR: A guitar effect is selected.
INSERT: An insert effect is selected.
MASTER: A master is selected.
FINAL: A final effect is selected.

19. Bounce indicator (→p.68)

This indicates the type of bounce recording.
4→2: Four tracks of audio will be recorded into two or one of the tracks.
2+2→2: Two tracks of audio and two external audio signals will be recorded into two tracks. Three tracks of audio and one external audio signal can also be recorded onto one track.
DUB: Individual tracks will be recorded one at a time.
CONV: Convert already-recorded tracks into a stereo file as a new song when you want to play back a song on your computer.

20. Original value icon

This will light when the effect parameter is at the same value as when it was stored. This will go dark when you edit the parameter.

21. Effect parameters

These will light to indicate parameters that exist for each effect module in the effect page, allowing you to use the faders to edit them. The indicator for the currently-edited parameter will blink.

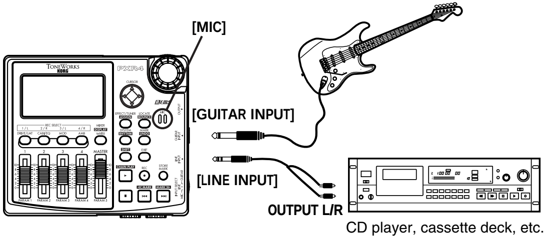
Connections

The diagrams below show some basic examples of how the PXR4 can be connected. Refer to these diagrams, and make connections as appropriate for your equipment.

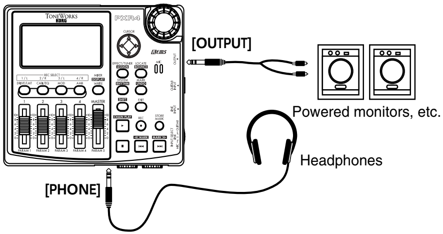
Connections must be made with the power turned off.

Input

Set the [INPUT SELECT] switch to the input jack that you want to use. (→p.8)



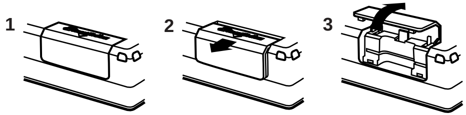
Output



Inserting / exchanging cards

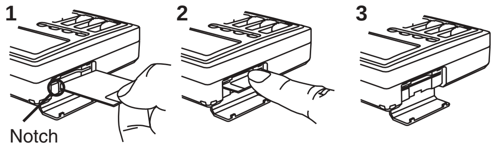
SmartMedia (referred to in this manual as a “card”) is required in order to record on the PXR4.

1 **Open the card slot cover, located on the side of the PXR4.**
The power must be off when you insert a card.



2 **Insert the card.**
Insert the card with its contacts facing downward. Push the card all the way into the card slot until it locks into place.

Be sure that the card is oriented correctly.



To remove the card, press it all the way to the back of the slot to unlock it, and then pull out the card.

If you remove the card without unlocking it, the card may be damaged.

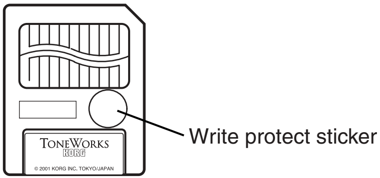
Be sure to close the card slot cover during use.

Never insert or remove SmartMedia while the power is turned on. Doing so may damage the SmartMedia.

More about cards

The PXR4 can use SmartMedia with a power supply voltage of 3.3 V and a capacity of 4–128 Mbytes, or SmartMedia with ID. Never use other types of SmartMedia, since they may cause the PXR4 to malfunction.
If a write protect sticker (round silver sticker) is affixed to the SmartMedia, it will not be possible to write or erase data.
When recording on the PXR4, remove the write protect sticker.

* SmartMedia™ is a registered trademark of Toshiba Corporation.



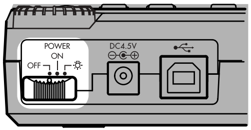
Handling precautions

- Do not bend the card, or subject it to strong physical shock or high temperatures.
- Do not touch the electrical contacts of the card. Static electricity may damage the card. After use, keep the card in its case to protect it from static electricity.

Turning the power on / off

1. Power supply preparations

Before you connect the power supply or install batteries, make sure that the [POWER / BACK LIGHT] switch is turned OFF.



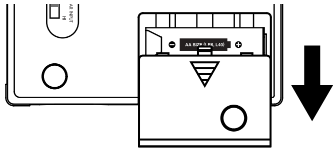
Connecting the AC adapter

Plug the connector of the included AC adapter firmly into the [DC 4.5V] input connector. Then connect the AC adapter to an AC power outlet.

Never use any AC adapter other than the included one.

Installing / replacing batteries

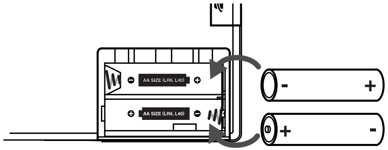
1 **Open the battery cover located on the back of the case.**



2 **Insert two AA alkaline batteries (sold separately) as shown in the diagram.**

Be sure that the batteries are inserted in the correct orientation.

Batteries are not included. You will need to purchase them separately. Never use any type of batteries other than alkaline batteries.



“ ”: Battery empty indicator

When the batteries run down, the battery empty icon “ ” will blink in the display. When this occurs, turn off the power as soon as possible, and either install new batteries or use the AC adapter.

If the power is turned off while the card is being accessed, the card may be damaged.

Depleted batteries must be removed from the PXR4 immediately. If you leave them in, malfunctions such as battery leakage may occur. You should also remove the batteries if you will not be using the PXR4 for an extended time.

2. Turning the power on

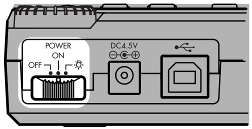
Here’s how to turn on the power of the PXR4 and any other connected devices.

1 **Lower the [MASTER] fader to 0.**
Also lower the volume of any connected external devices to the minimum setting.

2 **Turn on the power of any connected external devices.**
Turn on the power of external input devices such as a keyboard that will be sending audio to the PXR4.

3 **Turn on the power of the PXR4.**
Turn the [POWER/BACK LIGHT] switch on.

note The song that had been selected when the power was last turned off will be selected.



The start-up screen will appear in the display.

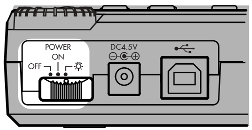
note If the start-up screen does not appear when you turn on the power, check the following points.

- Battery polarity, AC adapter connections, orientation of the SmartMedia.

4 **Turn on the power of external output devices such as your monitor system.**

Turning on the display backlight

If you are using the PXR4 in a dimly lit location, or if the display is difficult to read, you can turn on the backlight. Slide the [POWER/BACK LIGHT] button to the “ ☼ ” symbol, and the backlight will light.

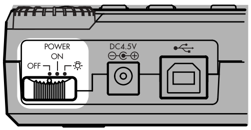


If you are using batteries, turning on the backlight will shorten the operating time.

3. *Turning the power off*

Make sure that operations such as song playback or recording are completed, and turn off the power by following the power-on procedure in reverse.

Before you power-off, you must press the [STOP] key to save the song to the card.



Turn the volume of all connected devices to the minimum setting, and turn off each power switch in order, beginning with the last device that receives the audio signal.

Never turn off the power when the card access icon is displayed. Doing so will destroy not only the selected song, but may also destroy the songs on the card as well as the SmartMedia itself.

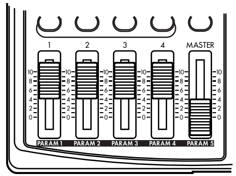
Listening to the demo songs

The included card contains demo songs. Here's how you can listen to these demo songs.

1 **Connect headphones or a monitor amp to the PXR4.**
Make connections as described on p.12.

2 **Turn on the power of the PXR4. (→p.13)**

3 **Set the [TRACK] fader of the PXR4 to 8, and the [MASTER] fader to 0.**



4 **Select the song that you want to play back.**
(→p.23: Step 2 "2. Selecting a different song")

5 **If a "○" symbol is displayed at a track number in the display, press the corresponding [REC SELECT] key so that only the number is shown.**

6 **Press the [PLAY] key to begin playback.**



7 **Slowly raise the [MASTER] fader to adjust the volume level.**
If you are using headphones, raise the [MASTER] fader to about **6**, and then use the [PHONE LEVEL] knob to make adjustments.

8 **When the demo song has finished playing, press the [STOP] key to stop playback.**

Demo song list

"Duck Teeth"

Written and performed by "The DM Project"

The DM Project
Ryan Rhodes — guitars
Justin Hosman — bass
Joe Kirsch — drums

"SHINY METAL OBJECTS"

Written and performed by Mumbo Jumbo Band

Quick start

This section explains easy operation of the PXR4.
To begin, here's how to connect your guitar, record your playing on one track, and then play it back.

1. Preparations

1 Insert the card

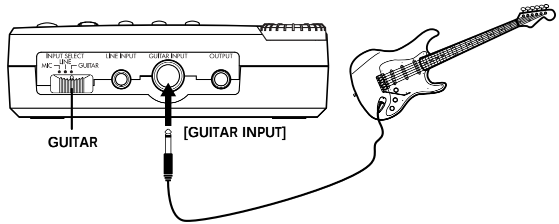
Insert the card (SmartMedia) into the card slot. (→p.13)
If you are using a new card, format the card after turning the power on. (→p.54)

note If you are using the included card, it will have relatively little remaining capacity, so you should format it before use. If you want to keep the demo songs, back them up before formatting the card.

2 Connect your guitar

Connect a shielded cable (mono phone plug) to your guitar. Connect the other end of the cable to the PXR4's [GUITAR IN] jack. (→p.12)
Set the PXR4's [INPUT SELECT] switch to **GUITAR**.

note If you set the [INPUT SELECT] switch to the **MIC** position, you can record using the internal mic.



3 Connect your headphones

Connect your headphones to the PXR4's [PHONE] jack.
Set the [PHONE LEVEL] knob to **0**.

note If you want to connect an amp or audio system, refer to p.12.

2. Turn the power on

1 Connect the AC adapter

Connect the included AC adapter to the [DC 4.5V] jack.

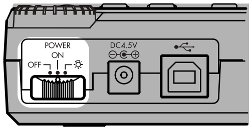
note If you want to use batteries, refer to p.13.

2 Set the [MASTER] fader to "0"

Lower the PXR4's [MASTER] fader.

3 Turn the power on

Turn on the [POWER/BACK LIGHT] switch located on the rear panel of the PXR4, and the start-up screen will appear in the display.



note If the display is too dark to read, turn on the backlight. (→p.14)

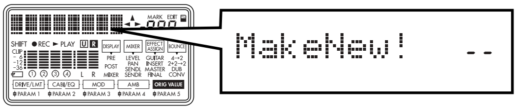
3. Create a new song (→p.23)

1 Press the [FF] key

When you select the last recorded song and (while stopped) press the [FF] key once again, the display will indicate “MakeNew!”

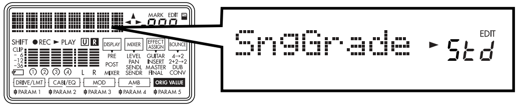


note If no song has been recorded on the card, “Make-New!” will appear automatically.



2 Specify the grade of the song

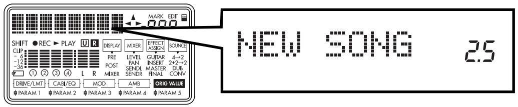
After the display indicates “MakeNew!,” it will indicate “SngGrade.”



Use the dial to select the grade of the song that will be newly created, and press the [CURSOR] right key. (→p.23)

3 This creates a new song

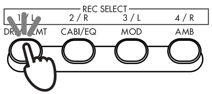
A song named “NEW SONG” has now been created.



4. Record (→p.25)

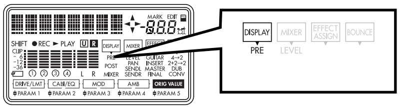
1 Specify the recording track

Press the track 1 [REC SELECT] key to make the “○” symbol appear for track 1.



2 Check the input level

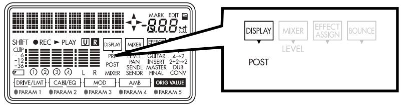
Hold down the [SHIFT] key and press the [MIXER] to switch the “DISPLAY” indicator in the screen to “PRE” (pre-fader level).



While watching the level meter, turn the [INPUT TRIM] knob a little at a time to adjust the recording level.
Set the level as high as possible without allowing the level meter to reach “CLIP.”

3 Set the recording level

Hold down the [SHIFT] key and press the [MIXER] key to switch the “DISPLAY” indicator in the screen to “POST” (post-fader level).

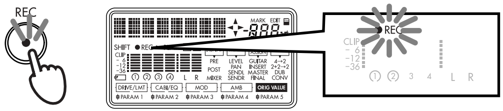


While watching the level meter, slowly raise the [TRACK] fader for that track.
As you gradually raise the [TRACK] fader, the level meter of the input track will change according to the level of the input track. Set the level as high as possible without allowing the meter to reach “CLIP.”

note To hear the sound that is being input, raise the [PHONE LEVEL] konb, [MASTER] fader to an appropriate volume.

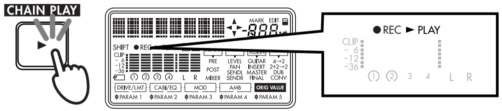
4 Press the [REC] key

Press the [REC] key to enter record-standby mode. The “REC” icon in the display will blink.



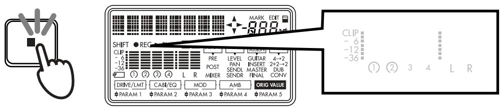
5 Press the [PLAY] key

When you are ready to perform, press the [PLAY] key. Recording will start, so begin playing your instrument. During recording, the “REC” icon and “PLAY” icon will be lit.



6 Press the [STOP] key

When you have finished playing, press the [STOP] key. Recording will stop, and the "REC" icon will disappear.



5. Playback (→p.31)

1 Press the [REW] key

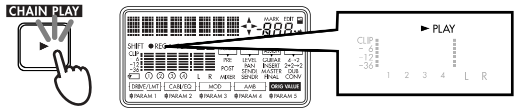
The counter time will move to the beginning of the song.

2 Defeat the recording track

If the "◯" symbol is displayed for the recording track number you specified in "4. Record," press the [REC SELECT] key for that track to erase the "◯" symbol.

3 Press the [PLAY] key

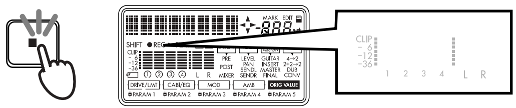
Playback will begin. During playback, the "PLAY" icon will be lit.



Use the [MASTER] fader to adjust the volume.

4 Press the [STOP] key

To stop playback, press the [STOP] key. Playback will stop, and the "PLAY" icon will go dark.



Step 1. Basic operation

This section explains basic operation of the PXR4.

1. Selecting modes

The functions of the PXR4 are organized into five modes, and these modes are accessed by the following keys.

Locate mode: [LOCATE] key (→p.56)

In Locate mode you can view the current location (time data), and check the available recording time that remains on the card. By using the dial to edit the location while stopped, you can move the time while listening to the sound.

note When you switch songs, the song name will be displayed for several seconds, and you will then enter this mode automatically.

note If while operating the PXR4 you become unsure of the mode you are in, press the [EXIT] key several times and you will return to Locate mode.

System mode: [SYSTEM] key (→p.57)

In this mode you can perform recorder editing operations and make basic settings. The value area of the display will indicate the page number.

Mark mode: [MARK] key (→p.66)

In this mode you can move the current time to a previously-registered mark. Here you can also delete a mark that you registered.

Effect mode: [EFFECT / TUNER] key (→p.64)

In this mode you can operate the effect unit. In this mode, the panel keys will perform the functions printed in orange.

Mixer mode: [MIXER] key (→p.66)

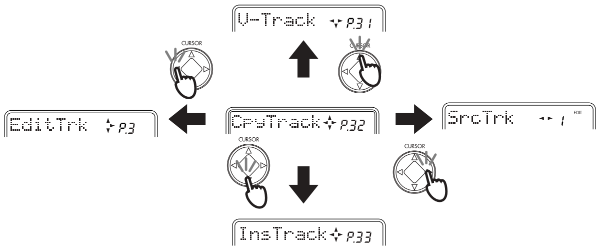
Mixer operations are performed in this mode.
You can adjust volume, pan, and effect send levels for each track.

note In addition, there is also a Tuner mode in which the PXR4 functions as a tuner.

2. Selecting and setting parameters

Selecting parameters

After you have pressed the key of the desired mode, use the [CURSOR] key to move to the page of the parameter you want to edit.
The pages exist in the directions shown by the page guide indicator. Pressing the [CURSOR] key in that direction will move to the corresponding page.

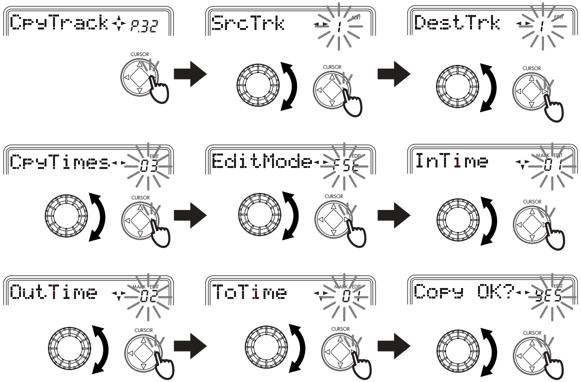


note By continuing to hold down the mode key you pressed, you can move through the pages after entering the mode in the same way as by pressing the [CURSOR] down key.

note In Effect mode, you can hold down the [SHIFT] key and press the [CURSOR] left or right key to jump to the selection page for each effect module.

Editing a parameter value

When the screen is displaying a page in which you can edit a parameter value, the value display will blink, and the edit icon will light. Now you can turn the dial to edit the value of the parameter.



Using the faders to select / set parameters

You can use the [TRACK] faders to edit parameters directly. Using the faders to edit is faster than using the [CURSOR] key and the dial.

Mixer mode: After pressing [MIXER], you can use the [CURSOR] up / down keys to select either “Level,” “Pan,” “SendL,” or “SendR,” and use [TRACK] faders 1–4 to edit that parameter for each track.

note In order to use this function, the System mode “Mixer” page setting “FadrCtrl” (Fader Control) must be turned “On.” (→p.63)

Effect mode: In Effect mode, effect parameters 1–5 are assigned to [TRACK] faders 1–4 and the [MASTER] fader. For details on operation, refer to “Using the faders to edit the effect” (→p.39).

note In Effect mode, the [REC SELECT] keys are used as the effect module select keys.

If you use the faders to edit parameters, the current volume will no longer match the locations of the faders.

Canceling an edit (Undo / Redo)

After executing a track editing operation, you can use the Undo function to return to the condition prior to executing the edit. When the Undo / Redo icon “ U ” is lit, you can hold down the [SHIFT] key and press the [MARK] key to undo the edit. After undoing, the Redo icon “ R ” will light, and you can use the same operation to Redo the edit, returning to the condition prior to executing Undo.

note In order to use this function, the System mode “UndoSys” page setting “AutoUndo” must be turned “On.” (→p.63)

Undo is maintained until the next time you record or perform a track editing operation.

3. Tuning

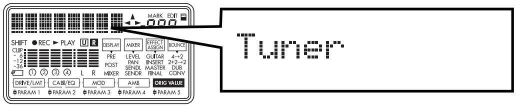
The PXR4 has a built-in tuner function.
This lets you tune an instrument connected to the [GUITAR IN] jack or [LINE IN] jack, or by using the internal mic.

Tuning your guitar

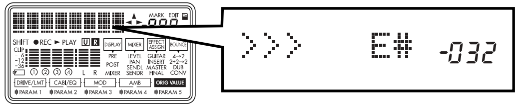
1 **Connect your guitar to the [GUITAR INPUT] connector.**
Set the [INPUT SELECT] switch to **GUITAR**.

note If you want to tune using the internal mic, set this [INPUT SELECT] switch to **MIC**. If you want to tune an instrument connected to **LINE**, set this switch to **LINE**. However in the case of an instrument connected to **LINE**, only the L channel can be tuned.

2 **Enter Tuner mode.**
While stopped, press the [EFFECT/TUNER] key to enter Tuning mode.
If EFFECT ASSIGN has been assigned, press the [EFFECT/TUNER] key once again to enter Tuner mode.

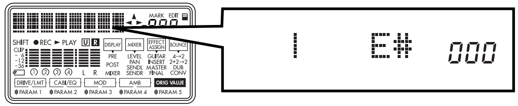


3 **Tune your instrument.**
Make sure that your guitar is connected to the [GUITAR INPUT] jack, and play a string on your guitar.
The character display area of the screen will function as a tuning meter, and will display the note name.



Tune the string while watching the amount of tuning difference (displayed in units of cents) and the meter in the display.
The reference pitch frequency is A=440 Hz.

When the tuning is correct



note If you do not want the sound to be heard while tuning, set the [MASTER] fader to **0**.

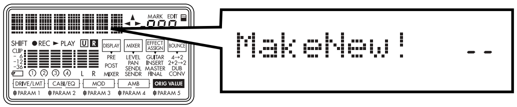
4 **Exit Tuner mode.**
Press the [EXIT] key to exit Tuner mode.

Step 2. Creating / selecting a song

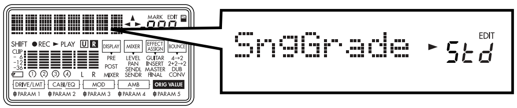
1. Creating a new song

Before you can make a new recording, you must create a new song.

1 **Access the song creation page.**
If no songs are recorded on the card, the display will automatically indicate “MakeNew!” when you turn on the power.
If songs have already been recorded on the card, select the last song (→“2. Selecting a different song”), make sure that playback / recording is stopped, and press the [FF] key.



2 **Select the song grade.**
After “MakeNew!” appears in the display, the display will indicate “SngGrade,” and the song grade select page will appear.

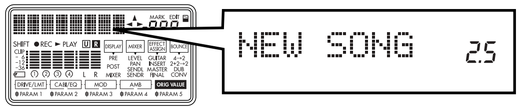


Use the dial to select the song grade appropriate for the desired recording time.

Eco (Economy): Extended-length recording. Select this when you want to record for an extended time.
Std (Standard): Standard. Normally you will select this grade.
Hig (High Quality): High audio quality. Select this when you want to record at a high audio quality. The available recording time will be shorter.

The song grade that you select here cannot be changed after the song is created.

3 **Create the song.**
After using the dial to select the song grade, press the [CURSOR] right key, and a song named “NEW SONG” will be created.



note If you decide not to create a song, press the [REW] key or [EXIT] key.

2. Selecting a different song

To select the next-numbered song

Press the [FF] key to move to the beginning of the next-numbered song.

To select the previous-numbered song

If you are at the beginning of the song (“00:00.00”), press the [REW] key.

If you are in the middle of the song, press the [REW] key to move to the beginning of that song, and then press the [REW] key once again to move to the previous song.

When you switch songs, the volume level of each track will change to the level at which the faders were when you switched songs. Please be aware that depending on the fader settings, playback may occur at a high volume.

3. Changing the name of a song

A newly created song will be named "NEW SONG." So that you will be able to tell your songs apart, we recommend that you change the song name. A song name of up to 16 characters can be assigned.

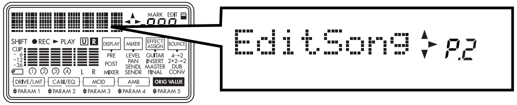
Characters available for a song name

(Space)、A~Z、a~z、0~9、
@、+、-、!、#、$、%、'、
(、)、{、}、_、`

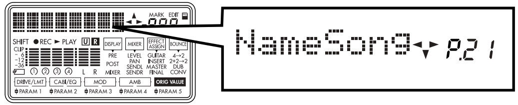
To change the name of a song

1 **Select the song whose name you want to change.**
→"2. Selecting a different song"

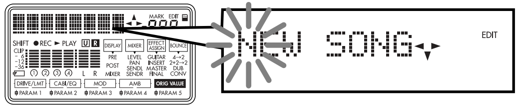
2 **Press the [SYSTEM] key, and then use the [CURSOR] up/down keys to display "EditSong" (edit song).**



3 **Press the [CURSOR] right key to display "NameSong" (name song).**

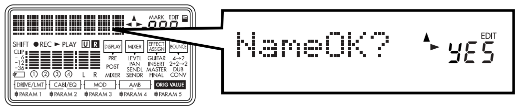


4 **Press the [CURSOR] right key to access the song name edit page.**
The character that can be changed will blink.



5 **Use the dial to edit the song name.**
The character will change as you turn the dial. To move to a different character to change, press the [CURSOR] right / left keys.

6 **When you are finished entering the name, press the [CURSOR] down key.**
The display will ask "NameOK?," so use the dial to select "Yes," and then press the [CURSOR] right key. If you select "No," the previous name will reappear.



Step 3. Recording

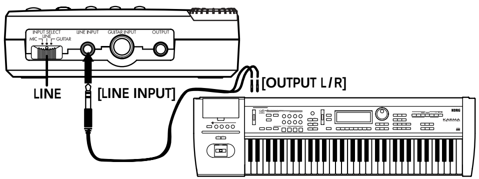
1. Recording methods

This section explains the different recording methods available on the PXR4.
For basic recording, refer to “Quick Start.”

Recording on two tracks

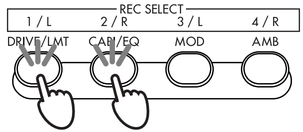
Here’s how to record on two tracks simultaneously.

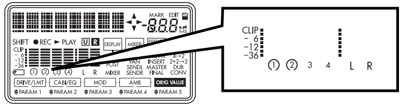
1 **Connect the input device.**
Lower the PXR4’s [MASTER] fader, set the [INPUT SELECT] switch to **LINE**, and connect your keyboard etc. to the [LINE INPUT] jack.



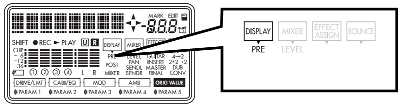
2 **Specify two tracks for recording.**
Press two [REC SELECT] keys (1–2 or 3–4) to specify the tracks that you want to record, adding two “◯” symbols to the track numbers in the display.

note You can also listen to rhythm while you record. (→p.41)

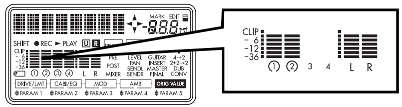




3 **Use the level meters to check the input levels.**
Hold down the [SHIFT] key and press the [MIXER] key to change the “DISPLAY” setting in the screen to “PRE” (pre-fader level).



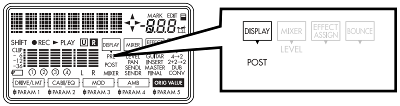
While watching the level meter, play sounds on your input source (instrument), and use the [INPUT TRIM] knob to adjust the input level so that the level does not reach “CLIP” when the loudest sounds are produced.



note You can also apply an effect to the input source. (→p.36)

note To listen to the sound that is being input, raise the [TRACK] faders and the [MASTER] fader to about **6**.

4 **Set the recording level.**
Hold down the [SHIFT] key and press the [MIXER] key to switch the “DISPLAY” setting in the screen to “POST” (post-fader level).

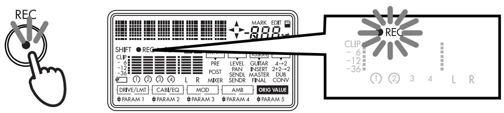


While watching the level meter, use the [TRACK] fader of that track to adjust the recording level so that the level does not reach “CLIP” when the loudest sounds are produced.

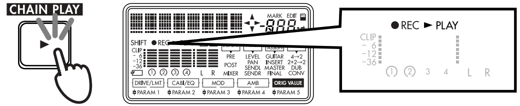
5 **Set the current time to the location from which you want to begin recording.**
For details on how to set the time, refer to p.32.

6 **Verify the tracks for recording.**
Verify that the display shows a “○” symbol for the track numbers that you will be recording. If not, press the corresponding [REC SELECT] key.

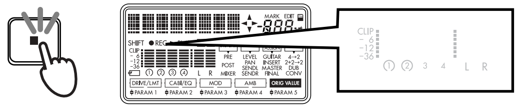
7 **Press the [REC] key to enter record-standby mode.**
Press the [REC] key. The “●REC” (REC) icon in the display will blink.



8 **Press the [PLAY] key to start recording.**
When you are ready to begin playing, press the [PLAY] key. Recording will begin. Play your instrument. During recording, the “●REC” (REC) icon and “► PLAY” (PLAY) icon in the display will be lit.



9 **Press the [STOP] key to stop recording.**
To stop recording, press the [STOP] key. The “●REC” (REC) icon and “► PLAY” (PLAY) icon will go dark, and recording will stop.

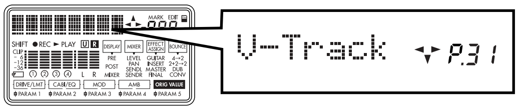


2. Additional recording

Using virtual tracks to record

The PXR4 is a four-track recorder, but each track has 8 virtual tracks (A–H). You can select one of these for recording, and then switch virtual tracks to use the PXR4 as though it were a 32-track recorder.

1 **Select the virtual track on which you will record.**
In the “V-Track” page, select the virtual track on which you will record. (→p.43)

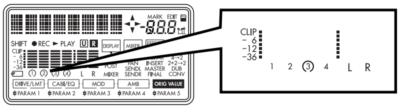


2 **Adjust the recording level of your input device, and record.**
Refer to "1. Recording methods" steps 1 –4 .

Overdubbing – listening to the playback while you record another track

The technique of listening to the playback of previously-recorded tracks while you record another track is called "overdubbing." For example, this can be used when you want to listen to previously-recorded backing tracks while you record a lead guitar performance.

1 **Select the track that you want to record.**
Press the [REC SELECT] key of the track that you want to record, assigning a "◯" symbol to the track number in the display.
Raise the [TRACK] faders of the playback tracks.



2 **Adjust the recording level of the input source, and press the [PLAY] key.**
You can practice your performance while listening to the previously-recorded tracks in the same way as when actually recording. Adjust the level of your input source (instrument), and practice playing and working out your musical ideas until you are ready to actually record.

note If you cannot hear the input source, press the [SYSTEM] key, and turn the "MixerSys" parameter "AutoIn" to "Off." (→p.62)

3 **Start recording.**
Set the time to a location slightly before the point where you want to start recording, and press the [REC] key. When you are ready, press the [PLAY] key to start recording. (→p.25)

Punch-in / out – re-recording a portion of a track

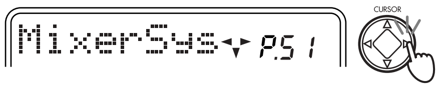
If you make a mistake in one part of your recorded performance, or if you are not happy with your performance, you can re-record just a portion of the track without having to re-record the entire track from the beginning.

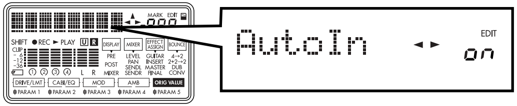
note "Punch-in" is the action of switching the song from playback mode to record mode, and "punch-out" is the action of switching from record mode back to playback mode.

1 **Adjust the recording level of the input source.**
Refer to "1. Recording methods" steps 1 –4 .

2 **Set the monitor output to "automatic input switching."**
Press the [SYSTEM] key, and use the [CURSOR] up / down keys to access the "System" page. Press the [CURSOR] right key to display "MixerSys." Press the [CURSOR] right key once again, and use the dial to set "AutoIn" to "On"

note When "AutoIn" is "Off," you will always hear the input sound of the track being recorded. If this is turned "On," the sound recorded on that track will play back during playback, and during recording this will automatically switch to the sound of the assigned input source. (→p.62)





Press the [LOCATE] key or [EXIT] key to return to the Locate display.

3 **Set the time to a location slightly earlier than the point where you want to begin recording. (→p.32)**

4 **Press the [PLAY] key to begin playback.**
At this time you will hear only the playback of the track that will be recorded.

5 **At the point where you want to start recording, press the [REC] key.**
Recording will begin (manual punch-in). Now you will be listening to the sound of the external input source.

6 **At the point where you want to stop recording, press the [REC] key.**
Recording will end, and the track will switch back to playback (manual punch-out). Now you will be listening to the playback of the track.

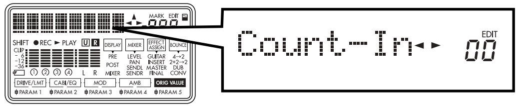
note If you specify “RecLngth,” only the specified number of measures will be recorded, and then recording will stop automatically. (→Count-In 2 , p.63)

7 **Press the [STOP] key to stop playback.**

Count-in – recording after a specified number of measures

When you are playing an instrument such as guitar that requires the use of both hands, you can initiate recording in almost the same way as punch-in, without having to actually operate the keys of the PXR4 at the moment recording begins.

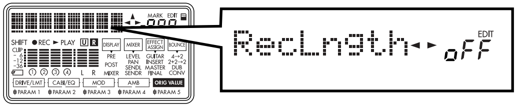
1 **Specify the number of measures until when recording will begin.**
Specify the number of measures that will play back before recording begins. Press the [SYSTEM] key, and use the [CURSOR] up / down keys to display the “System” page. Press the [CURSOR] right key.
Press the [CURSOR] down key to display “Record,” and press the [CURSOR] right key to display the “Count-In” page. (→p.63)



Use the dial to specify the number of measures for the count-in. (You can specify up to 8 measures.) Recording will not occur during these measures.

note If you want recording to begin immediately when you press the [PLAY] key from record-standby mode, set this to “0”.

2 **Specify the number of measures to be recorded.**
From the “Count-In” page, press the [CURSOR] right key to display the “RecLngth” page. (→p.63)



Use the dial to specify the number of measures that will be recorded. (You can specify up to 999 measures.) If this is “Off,” recording will continue until you press the [STOP] key during recording. Press the [EXIT] key several times to return to Locate mode.

3 **Set the current time to the measure at which you want to begin recording. (→p.32)**
Recording will start at the beginning of the measure that contains this time location.

4 **Press the [REC] key to enter record-standby mode.**

5 **Press the [PLAY] key to begin recording.**
When you are ready to perform, press the [PLAY] key to begin recording. Playback will cue the specified number of measures (Count-In) before the current location. When playback comes to the measure of the current location, it will automatically switch to recording mode. After the specified number of recording measures (RecLngth), recording will automatically switch back to playback.

6 **Press the [STOP] key to stop.**

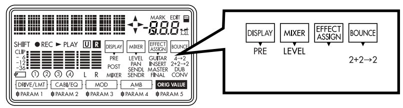
3. Bounce – combining multiple tracks

Multiple tracks of recorded data can be combined into one or two tracks. At this time you may also preserve the recorded data of the tracks that were combined. This operation is called “**bounce**.” You can use this when the recorded data you want to play back occupies more than four tracks.

Combining tracks 1–4 onto two tracks

Here’s how the audio of tracks 1–4 can be overwritten onto tracks 1 and 2.

1 **Select Bounce mode.**
Hold down the [SHIFT] key and press the [LOCATE] key to switch the “BOUNCE” setting to “4→2” (4 track → 2 track mode).



2 **Select the tracks that will be recorded.**
Press the [REC SELECT] keys for the tracks that will be recorded (1 and 2), adding a “○” symbol to the track number.

3 **Adjust the pan of the playback tracks.**
Press the [PLAY] key to play back, and adjust the stereo position of tracks 1–4. (→p.35)

note If you are using only one recording destination track, set the pan to the far right if you are bouncing to track 1 or 3, or to the far left if you are bouncing to track 2 or 4. In this case, the monitor sound will also be panned all the way to one side,

which is inconvenient for listening while you record. If you turn the “AutoPan” setting “On,” the panning of the bounce source tracks will automatically be set appropriately for the bounce destination, and the monitor sound will also be automatically panned to the center. If you are using two recording tracks, this setting will be ignored. Pan to “L” if the recording track is odd-numbered, or to “R” if the recording track is even-numbered. (→p.63)

4 **Set the current time to the beginning of the song.**

5 **Adjust the playback/recording levels.**
Use the [TRACK] fader of each channel to adjust the playback level of each track. Use the [MASTER] fader to adjust the recording level of all tracks (→p.25).
After you have made the adjustments, press the [STOP] key.

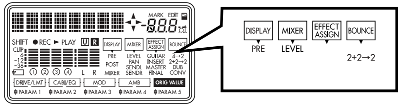
6 **Begin bounce recording.**
Press the [REC] key to select record-ready mode (the “●REC” (REC) icon will blink). Press the [PLAY] key to begin recording (the “●REC” (REC) icon will light).

7 **When you are finished recording, press the [STOP] key to stop.**

Combining three tracks and one external input source onto one track

Here’s how the audio from two previously-recorded tracks plus two channels of input, or the audio from three previously-recorded tracks plus one channel of input, can be combined and recorded on one track.
As an example, we will explain how the audio of tracks 1–3 plus one external audio input source can be recorded on track 1.

1 **Select the bounce mode.**
Hold down the [SHIFT] key and press the [LOCATE] key to switch the “BOUNCE” setting to “2+2→2” (2 tracks + 2 inputs → 2 tracks).



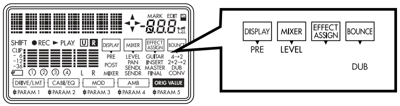
2 **Select the track for recording.**
Press the [REC SELECT] key to assign a “○” symbol to the track number of the track that will be recorded (track 1)

3 **Begin bounce recording.**
Refer to steps 3 –7 of “Combining tracks 1–4 onto two tracks.” Play your instrument while recording takes place.

Layering additional performances onto one track

Use this method when you want to add additional material while preserving the audio that is already recorded on the track. As an example, here's how an external input source can be layered onto the audio of track 1.

1 **Select the bounce mode.**
Hold down the [SHIFT] key and press the [LOCATE] key to switch the "BOUNCE" setting to "DUB" (dubbing).



2 **Select the track**
Press the [REC SELECT] key to assign a "○" symbol to the track number of track 1, which you will be recording.

3 **Adjust the recording level on the input device, and begin recording.**
Refer to "1. Recording methods," steps 1 –9 .

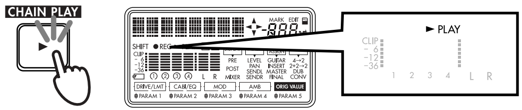
Step 4. Playback

This section explains basic playback on the PXR4, and how to play back songs consecutively.

1. Playback

1 **Select the song that you want to play back, and set the time location.**
For details on how to set the time location, refer to p.32.

2 **Start playback.**
Press the [PLAY] key. The "►PLAY" (PLAY) icon will light.
Use the [TRACK] faders to adjust the volume of track.
Use the [MASTER] fader to adjust the overall volume of the song.



3 **Stop playback.**
Press the [STOP] key. The "►PLAY" (PLAY) icon will go dark.

Double-speed playback

During playback, you can press and hold the [FF] key to play back at double speed.
During playback, you can press and hold the [REW] key to play back in reverse at double speed.

Half-speed playback

During playback, you can press and hold the [PLAY] key to play back at half-speed.

Consecutive playback (Chain Play) – playing songs one after another

Here’s how songs you created can be played automatically in order of their song number.

1 **Hold down the [SHIFT] key and press the [PLAY] key.**
The selected song will begin playing from the current time location. When that song ends, the next song will begin playing automatically. When the last recorded song finishes playing, you will return to the beginning of the first song, and consecutive playback will stop.

2 **To stop playback before the end, press the [STOP] key.**
The song that had been playing when you pressed the [STOP] key will be the current song.

2. Other types of playback

In addition to the playback methods described above, you can use the following types of playback. For details, refer to the pages listed.

- Adjust the level or pan of the sound being played back. (→p.35)
- Apply effects to the sound being played back. (→p.36)
- Play internal rhythms along with the playback. (→p.41)

Step 5. Viewing and changing the time location

This section explains how you can change the time location within a song.

1. Switching the counter display

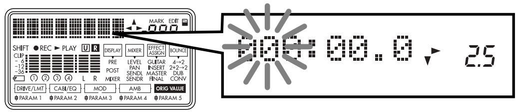
The counter display format shown in Locate mode can be switched according to your needs.
You can select one of the following three formats.

- __:__.__ “minutes”: “seconds” . “1/1000 second”
- ___:_._ “measures” . “beats” . “1/96 beat”
- __:__ Fr “minutes” : “seconds” (time remaining for recording)

In Locate mode, you can press the [LOCATE] key to switch the display format. (→p.56)

2. Changing the current time location

1 **In Locate mode, press the [CURSOR] right key.**
When the counter is displayed, pressing the [CURSOR] right key will make the counter display blink.



2 **Use the dial to change the time location.**
Now turn the dial to change the location. To adjust the amount (unit) of change, use the [CURSOR] left/right

keys to change the blinking unit. Moving toward the right will switch screens, allowing you to move in smaller units.

note If "LocMoni" (→p.63) is turned "On," you will be able to listen to the sound while you change the time location.

3 **Press the [EXIT] key to return to normal Locate mode.**
When you press the [EXIT] key, you will return to the initial counter mode. To move from the middle of the song to the beginning, press the [REW] key.

3. Using Marks to change the time location

You can register a specific time location as a "mark," and then move instantly to the registered time location. As a convenience for track editing, you can also register marks for the desired InTime, OutTime, ToTime, and EndTime, and select these marks when editing.

note You can use marks to move even while the song is playing.

Registering a mark

In any mode, you can use the following procedure to register a mark.

1 **Move to the time location where you want to register a mark.**

2 **Press the [STORE MARK] key, and the current time location will be saved as a new mark.**
The number of the registered mark and the time location will be displayed for a certain length of time.
You can register a mark in the same way by pressing the [STORE MARK] key even while a song is playing or being recorded.

note The last time location in the song is automatically registered in the mark number "End." This is useful when you want to move to the end of the song.

note To save the marks that you registered in a song, press the [STOP] key to save the song. If you turn off the power without saving the song, the registered marks will not be saved. (→p.14)

Changing the time location in order of the mark numbers

Here's how to change the current time location in the order of the registered mark numbers.

1 **Press the [MARK] key to enter Mark mode.**
When you use the [MARK] key to enter Mark mode, the "Mark icon" will blink, and "–" will indicate the value. At this time the current time location has not yet been moved.

2 **Move from one mark to the next.**
When you turn the dial, the value display will show the registered mark numbers and their time locations. At the same time, the current time location will change accordingly. Press the [EXIT] key to return to Locate mode.

Changing the time location in order of the locations registered to each mark

Here's how to change the current time location in the order of the time location of each registered mark.

1 **Move to the beginning of the song.**
Hold down the [SHIFT] key and press the [FF] key. The value indicator will show "00."

note Mark number "00" is pre-registered as the beginning of the

song.

2 **Move to the next or previous mark.**
Hold down the [SHIFT] key and press the [FF] key to move to the mark with the next time location, or press the [REW] key to move to the mark with the previous time location.

note Moving from mark to mark in order of their time can also be done outside of Mark mode.

Deleting a mark

Here's how to delete a mark that is no longer necessary or that was registered wrongly.

A deleted mark cannot be recovered.

1 **Enter Mark mode.**
Press the [MARK] key to enter Mark mode, and the "Mark icon" will light. Initially, the value display will show "–". At this stage, the current time has not yet been moved.

2 **Select the mark that you want to delete.**
Turn the dial to select the mark number that you want to delete.
Press the [CURSOR] right key. (→p.66)

3 **Confirm the mark for deletion.**
The mark number shown in the value display of the "DelMark?" page is the mark that will be deleted. If you want to delete this mark, press the [CURSOR] right key to delete the mark.

note When you delete a mark, that mark number will be vacant, and the next-registered mark will use that number. In such cases, the mark numbers will no longer match the order in which the marks were registered.

Setting the InTime, OutTime, ToTime, and EndTime to marked locations

You can register marks at each of the InTime, OutTime, ToTime, and EndTime locations used in track editing (→p.43).
If you want to set these locations without regard to marks, select the mark that is closest to the desired time, and press the [CURSOR] down key to switch to the time display for that mark. In the same way as when changing the current time location, use the [CURSOR] left / right keys so that the counter unit that you want to change is blinking, and turn the dial to set the time.

note By pressing the [PLAY] key at this time, you can hear approximately two seconds of playback starting at the selected time location.

note The time location you set here does not affect the mark. If you want to register this location to a mark, press the [STORE MARK] key to create a new mark. If you turn off the power without saving the song, the mark will not be saved. (→p.15)

Step 6. Mixer adjustments

By using the mixer to adjust the volume, tone, and panning for input / recording or playback of each track, you can create the most effective overall sound.

1. Select a mixer parameter

In Mixer mode, use the [CURSOR] up / down keys to switch between mixer parameters (“Level #”, “Pan #”, “Send-L #”, “Send-R” (#= track 1, 2, 3, or 4)).

note You can also switch parameters in the same way by holding down the [MIXER] key.

Adjusting the level (volume), pan (stereo position), and send level

After pressing the [MIXER] key, press the [CURSOR] up / down keys several times to select the desired parameter. The selected parameter will be shown when you select “MIXER” as the “DISPLAY” setting.
Use the [CURSOR] left / right keys to select the track that you want to adjust, and use the dial to edit each value.
For details on the settings of each parameter, refer to p.66.

Using the faders to adjust mixer settings

The [TRACK] faders are assigned to adjust the track input / recording or playback level (volume). However, the faders can also be assigned to adjust mixer parameters other than the levels. For the procedure, refer to “Using the faders to select / edit parameters” in “2. Selecting and setting parameters” (→p.20).

Step 7. Using effects

The PXR4 provides 77 types of effects. It contains 100 preset and 100 user effect programs that combine these effects in various ways.
The preset memories contain effect programs created by professional musicians and studio engineers.
The user memories can hold effect programs that you yourself create by editing the presets.
There are four types of effect programs: **guitar effects**, **insert effects**, **master effects**, and **final effects**.

1. Using effects

Using a guitar effect

Use a guitar effect when you want to **apply effects to a monaural input source** such as guitar, bass guitar, or mic.

1 **Select the guitar effect.**
Hold down the [SHIFT] key and press the [EFFECT/TUNER] key to switch the "EFFECT ASSIGN" display to "GUITAR" (guitar effect).

2 **Connect your guitar, and press the [REC SELECT] key for the track that you want to record.**
Refer to "1. Recording methods." (→p.25)
Make sure that the number of the track that you want to record is marked by a "○" symbol in the display.

3 **Select an effect program.**
Press the [EFFECT/TUNER] key to enter Effect mode, and use the dial to select an effect program.

4 **Adjust the recording level, and record.**
Refer to "1. Recording methods." (→p.25)

If you have selected "GUITAR" for "EFFECT ASSIGN," only one track can be selected for recording.

If you are using the internal mic, adjust the level with care so that acoustic feedback does not occur.

Using an insert effect

Use an insert effect when you want to **apply effects to a stereo input source** such as line input.

1 **Select the insert effect.**
Hold down the [SHIFT] key and press the [EFFECT/TUNER] key to switch the "EFFECT ASSIGN" display to "INSERT" (insert effect).

2 **Connect your input source, and press the [REC SELECT] key for the tracks that you want to record.**
Refer to "1. Recording methods." (→p.25)
Make sure that the numbers of the tracks that you want to record are marked by a "○" symbol in the display.

3 **Select an effect program, and record.**
Refer to "Using a guitar effect," steps 3 and 4 .

Using a master effect

One master effect is built-in. Use the "Send-L," "Send-R" (→p.35, 67) send level to adjust the depth of the effect. This is used mainly for spatial-type effects (such as reverb) or stereo modulation, to enhance the overall depth of the song, and to improve the balance.

1 **Select the master effect.**
Hold down the [SHIFT] key and press the [EFFECT/TUNER] key to switch the "EFFECT ASSIGN" display

to “MASTER” (master effect).

2 **Select an effect program.**
Press the [EFFECT/TUNER] key to enter Effect mode, and turn the dial to select an effect program.

3 **Set the return level from the master effect to LR.**
Press the [CURSOR] right key to display the “EffRetLv” page, and use the dial to adjust the setting.

note You can hold down the [SHIFT] key and press the [CURSOR] right key to jump from one item to the next.

4 **Set the return balance from the master effect to LR.**
Press the [CURSOR] right key to display the “EffRt-Bal” page, and use the dial to adjust the setting.

5 **Use the send level to adjust the depth of the effect.**
Enter Mixer mode, and adjust the send level while you listen to the L/R playback from [OUTPUT] (→p.35).

Using a final effect

One stereo in/out final effect is built-in. For example you can use a dynamics-type effect (such as a limiter) to make the overall level more consistent.

1 **Select the final effect.**
Hold down the [SHIFT] key and press the [EFFECT/TUNER] key to switch the “EFFECT ASSIGN” display to “FINAL” (final effect).

2 **Select an effect program.**
Press the [EFFECT/TUNER] key to enter Effect mode, and turn the dial to select an effect program.
Play back the song to listen to the L/R output, and hear the result of the selected effect.

2. Editing an effect

You can edit the effect program selected for each effect type.

If you move to another mode or turn off the power without saving the edited effect, your settings will be lost. If you will want to use the edited effect again, you must perform the “Save effect” operation.

Effect programs and chains

The combination of effect modules that can be used simultaneously and the order of their connection is referred to as a “**chain**.” The PXR4 provides eight chains that are suitable for various purposes: [CHAIN1]–[CHAIN8]. The factory preset settings contain 100 effect programs, each of which consists of one of these chains.
To edit an effect program, start with one of these factory-preset effect programs.

Type and chain configuration

The chain configurations for each type are as follows.

[GUITAR] monaural-in – monaural-out

[CHAIN 1] This chain is suitable for electric guitar.



[CHAIN 2] This chain is suitable for a variety of input sources, such as mic, electric bass, or synthesizer.



[CHAIN 3] This chain is suitable for electric bass.



[CHAIN 4] This chain is suitable for mic input.



[INSERT] stereo-in – stereo-out

[MASTER] stereo-in – stereo-out

[FINAL] stereo-in – stereo-out

[CHAIN 5] This chain lets you use modulation and delay simultaneously.



[CHAIN 6] This chain can be used to adjust the final level during mixdown.



[CHAIN 7] This chain contains completely independent modulation effects for L and R.



[CHAIN 8] This chain contains a high-quality reverb.



Selecting the effect type and chain

When editing an effect, you must first select the effect type and the chain that is the basis of the effect.

To specify the location at which the effect is inserted and the input/output type, select one of the four types [GUITAR], [INSERT], [MASTER], or [FINAL]. This selection will determine the chains that can be selected.

To select a chain, select an effect program that uses the desired chain. (→p.82)

For example if you want to edit a program based on [CHAIN1], select "GUITAR" as the effect type, and select preset program "50'S." If you want to edit a program based on [CHAIN5], select "MASTER" as the effect type, and select preset program "Pan-Echo."

note It is not possible to change the chain used by each of the factory-preset effect programs.

Editing an effect

1 **Select the effect type that you want to start with.**
Hold down the [SHIFT] key and press the [EFFECT/TUNER] key to switch "EFFECT ASSIGN" to the effect type that you want to start with.

2 **Select an effect program.**
Press the [EFFECT/TUNER] key to enter Effect mode, and use the dial to select the effect program that you want to edit.

3 **Select an effect module, and set the parameters.**
Press the [CURSOR] right key to display the selection page for the first effect module. If you turn "EffctSel" to "Off," that module will be off. After making your selection, press the [CURSOR] right key to move to the parameter setting page for that module. Parameter pages exist only for the "effect parameter" indicators that are lit.
When you finish making these settings, you will be in the next effect module select page. Make settings in the same way.

note The number of effect modules depends on the effect type. Also, the editing order of the effect modules may not match the connection order.

4 **Adjust the volume of the effect.**
After making settings in step 3 , press the [CURSOR] right key to display the "ProgMVol" (effect volume setting) page. While you listen to the output, use the dial to adjust the setting.

Using the faders to edit the effect

When editing an effect module ("DRIVE / LMT," "CABI / EQ," "MOD," "AMB") and if "(Effect parameter)" is lit, you can use the corresponding fader to directly edit the parameters. [TRACK] faders 1–4 are assigned to parameters 1–4, and the [MASTER] fader is assigned to parameter 5.

If you use the faders to edit parameters, the actual current volume will not match the fader positions.

Shortcuts using the [REC SELECT] keys

In Effect mode, [REC SELECT] keys 1–4 are shortcuts to the four effect module select pages, and the [MIXER] key is a shortcut to the Effect Save page. When you are in a module select page, the corresponding key will act as the on / off key for that module.

3. Saving an effect program

An effect program you edit will not be saved automatically. To save an effect program you like, you must execute the following procedure.

To save an effect program

As an example, we will explain how to edit the currently selected effect, and save it in user area number "U03" with a new name.

1 **Edit the effect.**
Press the [EFFECT] key, and edit the effect.
Refer to "Editing an effect."

2 **Assign a name to the effect program that you want to save.**
Edit the name where the effect name is displayed. The character that you are editing will blink.
Use the dial to select the character. Use the [CURSOR] left / right keys to change the character being selected.
After you have input the name, press the [CURSOR] down key.

note If you do not want to edit the name, press the [CURSOR] down key.

3 **Select the save destination user program number, and save the program.**
When the display indicates "Write?," use the dial to select the save destination. For this example, select "U03," and press the [CURSOR] right key.
The display will ask "Sure?," so use the dial to select "Yes" and press the [CURSOR] right key to save the effect program to the specified number.
If you select "No," you will return to the effect program select page without saving.

When you save, the edited settings will be overwritten onto that number, and the previous settings will be lost.

note The [MIXER] key is a shortcut to the Effect Save page. If you want to save each time you finish editing each module, you can simply press this key to jump to the Save page, regardless of where you are in Effect mode.

4. Loading/saving an effect user file

A card can contain two effect user files: 1 and 2. An effect user file contains all of the user programs.

The file loaded at power-on

When the power is turned on, file 1 (1.EFF) will be loaded, and this will also be the save destination when effect programs are saved.
If no effect user file (1.EFF) has been saved on the card, the data stored in the PXR4 itself (the default settings) will be loaded.

note Simply exchanging cards will not change the contents of the effects.

To save to a different effect user file

1 **Display the "CardUtl" page.**
Press the [SYSTEM] key to display the "CardUtl" page.

2 **Display the "CdFxSave" page.**
Press the [CURSOR] right key, and then press the [CURSOR] down key to display the "CdFxSave" page.

3 **Select the desired effect user file.**
Press the [CURSOR] right key to display "Save Num." Use the dial to select the file number.

4 **Save the file.**
Press the [CURSOR] right key. The display will ask "Sure?," so use the dial to select "Yes," and press the [CURSOR] right key. If you select "No," the data will not be saved.

Loading a different effect user file

1 **Display the "CardUtil" page.**
Press the [SYSTEM] key to display the "CardUtil" page.

2 **Display the "CdFxLoad" page.**
Press the [CURSOR] right key, and then press the [CURSOR] down key to display the "CdFxLoad" page.

3 **Select the desired effect user file.**
Press the [CURSOR] right key to display "Load Num." Use the dial to select the file number. If you select "Int," the data (factory settings) stored in internal memory will be loaded.

4 **Load the file.**
Press the [CURSOR] right key. The display will ask "Sure?," so use the dial to select "Yes" and press the [CURSOR] right key. If you select "No," the file will not be loaded.

Step 8. Tempo / rhythm settings

This section explains how to make tempo settings for the song.

note If you change the tempo after recording, the measures and beats displayed in the location counter will no longer match the audio in the track.

1. Setting the tempo and time signature

On the PXR4, you can set one tempo for a song.

1 **Display the "Tempo" page.**
Press the [SYSTEM] key to display the "Tempo" page.

2 **Set the tempo.**
Press the [CURSOR] right key to display "BPM." Use the dial to set the tempo of the song.

3 **Set the time signature.**
Press the [CURSOR] right key to display "Beat." Use the dial to set the time signature of the song.

note To save the time signature and tempo that you specified, press the [STOP] key to save the song. If you turn off the power without saving the song, the time signature and tempo you specified will not be saved. (→p.14)

2. Playing rhythms

The PXR4 contains various rhythm patterns (→p.91). When you suddenly have an idea for a song, you can begin recording your playing immediately, as you play along with the internal rhythm as a guide.

Selecting and playing a rhythm

1 **Select the rhythm.**
Hold down the [SHIFT] key and press the [SYSTEM] key to display the "(Rhythm)" page. Use the dial to select a rhythm pattern.
If you select "Off," the rhythm will be off. "(Rhythm)" will show the name of the selected rhythm pattern.
For a list of the available rhythms, refer to p.91.

note The rhythm patterns that can be selected will depend on the time signature.

2 **Adjust the volume of the rhythm.**
In the "(Rhythm)" page, press the [CURSOR] right key to display the "RhythmLv" (rhythm volume level) page. While listening to the output, use the dial to adjust the rhythm volume.

Recording your performance while listening to the rhythm

You can record your performance while using the internal rhythm as a guide.

1 **Select a rhythm pattern.**
Refer to "Selecting and playing a rhythm." Make sure that a rhythm pattern is selected, and that the rhythm is not turned off.

2 **Adjust the recording level of the input source, and record.**
Refer to "1. Recording methods."
When you press the [REC] key to enter record-ready mode, the count will begin playing. When you press the [PLAY] key to start recording, the selected rhythm pattern will sound. Play your instrument along with the rhythm.

Changing the tempo of the rhythm

Each rhythm pattern has a tempo setting stored for it. To change the tempo, select the rhythm, and then edit "BPM" to set the tempo.

Step 9. Song editing

The PXR4 provides the following editing operations for managing songs.

Undo is not available for song edit operations.

1. Song editing operations

Song Name – naming a song

This operation changes the name of the currently selected song.
For the procedure, refer to "3. Changing the name of a song." (→p.24)

Song Copy – copying a song

This operation copies the currently selected song to create a new song.
Here's how to copy song "1" to song "2."

1 **Select the song (song "1") that you want to copy. (→p.23)**

2 **Display the "EditSong" page.**
Press the [SYSTEM] key, and then use the [CURSOR] up / down keys to select "EditSong," and press the [CURSOR] right key.



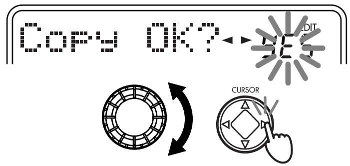
3 **Select the Copy operation.**
Use the [CURSOR] up / down keys to select "Copy-Song," and press the [CURSOR] right key.



4 **Select the copy destination song number ("Dest-Song").**
Turn the dial to select song "2," and press the [CUR-SOR] right key.



5 **Execute the Copy operation.**
The display will ask "CopyOK?" When you press the [CURSOR] right key, the copy operation will be exe-cuted.



If you press the [CURSOR] left key, you will return to the previous page. When the data has been copied, the

display will indicate “Finish!” After a time, you will return to step 3 .

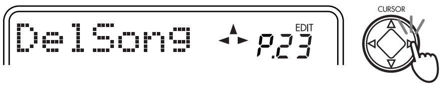
Delete Song – deleting a song

This operation deletes the currently selected song.
Here’s how to delete song “1.”

1 **Select the song (song “1”) that you want to delete.**
“Selecting a different song” (→p.23)

2 **Display the “EditSong” page.**
Press the [SYSTEM] key, then use the [CURSOR] up / down keys to select “EditSong,” and press the [CURSOR] right key.

3 **Select the Delete operation.**
Use the [CURSOR] up / down keys to select “DelSong,” and press the [CURSOR] right key.



4 **Confirm the song number (“DestSong”) that will be deleted.**
Make sure that “1” is selected as the song number, and press the [CURSOR] right key.

5 **Execute the Delete operation.**
The display will ask “Del OK?” If you press the [CURSOR] right key, the display will ask “Sure ?,” and when use the dial to select “Yes” and press the [CURSOR] right key, the song will be deleted. If you press the [CURSOR] left key, you will return to the previous page. When the Delete operation is completed, the display will indicate “Finish!”

Step 10. Track editing

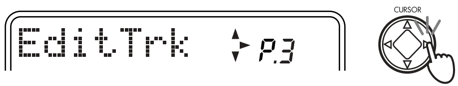
The PXR4 provides the following track editing operations. For details on each parameter, refer to p.56.
Virtual Track: select a virtual track
Copy Track: copy a track
Insert Track: insert blank space
Erase Track: erase a track
Delete Track: delete a track
Expansion / Compression: expand or compress a track
Copy Virtual Track: copy to a virtual track
Delete Virtual Track: delete a virtual track

note If an error message is displayed during track editing, make a note of the content of the error message. Then press the [EXIT] key to return to the previous page, and try the editing operation once again. (→p.88: “Error messages”)

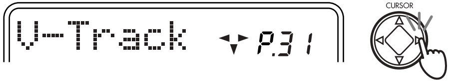
1. Track editing operations

Virtual Track – selecting a virtual track

1 **Display the “EditTrk” (track edit) page.**
Press the [SYSTEM] key, and then use the [CURSOR] up / down keys to select “EditTrk.” Then press the [CURSOR] right key.



2 **Display the virtual track page.**
Display the “V-Track” page, and press the [CURSOR] right key once again to enter the virtual track page.

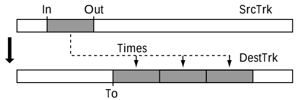


3 **Select the track for which you want to select a virtual track.**
Use the [CURSOR] left / right keys to select a track 1–4 whose virtual track you will select.

4 **Select the virtual track.**
Use the dial to select the virtual track “A”–“H” that you want to record.

Copy Track – copying a track

This operation copies the specified range (In–Out) of recorded track data to another time location (To).

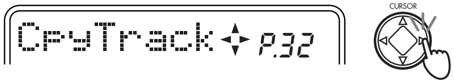


As an example, here’s how the In–Out range of track 1 can be copied three times to the To location of track 2.

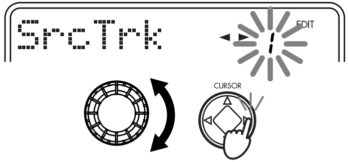
1 **Register marks at the In, Out, and To locations.**
Change the current time to each of the locations that you want to register, and press the [STORE MARK] key. (→p.35)

2 **Display the “EditTrk” (track edit) page.**
Press the [SYSTEM] key, and then use the [CURSOR] up / down keys to select “EditTrk.” Then press the [CURSOR] right key.

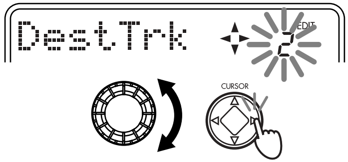
3 **Select “CpyTrack.”**
Use the [CURSOR] up / down keys to select “CpyTrack.” Then press the [CURSOR] right key.



4 **Select the “SrcTrk” (copy source track number).**
Use the dial to select the copy source track number. For this example, select track “1.” Then press the [CURSOR] right key.

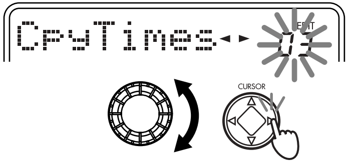


5 **Select the “DestTrk” (copy destination track number).**
Use the dial to select the copy destination track number. For this example, select track “2.” Then press the [CURSOR] right key.



6 **Specify the “CpyTimes” (number of times to copy the data).**

Use the dial to select the number of times to copy the data. For this example, select “3” as the number of times. Then press the [CURSOR] right key.

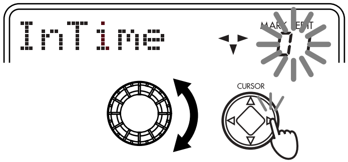


7 **Select “EditMode” (editing unit).**
For this example, select “Fast.”

note If the editing location turns out to be inaccurate, undo the operation, and then select “Best” and try the operation again.

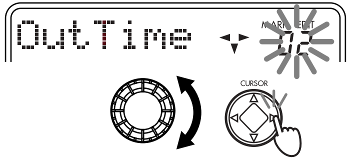
note If you select “Best,” some time may be required for processing.

8 **Select the “InTime.”**
Turn the dial to select the mark number that you registered at the In time location. Then press the [CURSOR] right key.



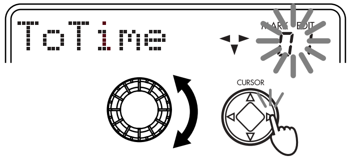
note By pressing the [CURSOR] down key, you can edit the time location of the selected mark. You can also press the [PLAY] key to play back the sound for approximately two seconds from the selected time location.

9 **Select the “OutTime.”**
Turn the dial to select the mark number that you registered at the Out time location. Then press the [CURSOR] right key.



note By pressing the [CURSOR] down key, you can edit the time location of the selected mark. You can also press the [PLAY] key to play back the sound for approximately two seconds from the selected time location.

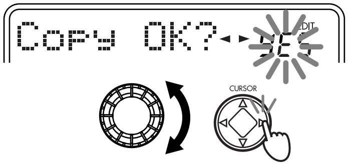
0 **Select the “ToTime.”**
Turn the dial to select the mark number that you registered at the To time location. Then press the [CURSOR] right key.



note By pressing the [CURSOR] down key, you can edit the time location of the selected mark. You can also press the [PLAY] key to play back the sound for approximately two seconds from the selected time location.

A **Execute the Copy operation.**
When the display asks “CopyOK?,” press the [CUR-

SOR] right key to execute the operation. When the copy has been completed, the display will indicate "Finish!."

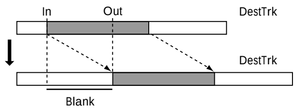


B **Press the [PLAY] key to play back, and verify that the copy occurred as you intended.**

note You can press the [UNDO] key to return to the state prior to executing. (→p.21)

Insert Track – inserting a blank space

This operation inserts silent data into the specified region (In–Out) of recorded track data. Track data that follows the inserted blank will be moved toward the end of the song.



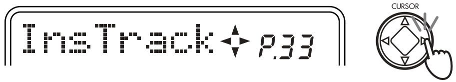
As an example, here's how to insert a blank into the In–Out region of track 1.

1 **Register marks at the In and Out time locations. (→p.35)**

2 **Display the "EditTrk" (track edit) page. (→Copy Track 2)**

3 **Select "InsTrack" (insert blank space).**

Select "InsTrack." Then press the [CURSOR] right key.



4 **Select the "DestTrk."**

Use the dial to select the track number into which the blank will be inserted. For this example, select "1." Then press the [CURSOR] right key.

5 **Select "EditMode." (→Copy Track 7)**

6 **Select the "InTime" and "OutTime."**

For each of these, use the dial to select the mark number that you registered at the desired time. Then press the [CURSOR] right key. (→Copy Track 8 , 9)

note By pressing the [CURSOR] down key, you can edit the time location of the selected mark. You can also press the [PLAY] key to play back the sound for approximately two seconds from the selected time location.

7 **Execute the editing operation.**

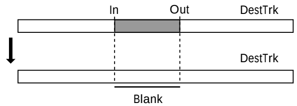
When the display asks "InsOK?," press the [CURSOR] right key to execute the operation. When the blank has been inserted, the display will indicate "Finish!"

8 **Press the [PLAY] key to play back, and verify that the operation occurred as you intended.**

note You can press the [UNDO] key to return to the state prior to executing. (→p.21)

Erase Track – erasing a track

This operation erases the specified region (In–Out) of recorded track data. When you erase the region, the data in that region will change to silence.

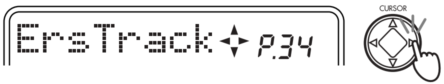


As an example, here's how to erase the In–Out region of track 1.

1 **Register marks at the desired In and Out time locations. (→p.35)**

2 **Display the "EditTrk" (track edit) page. (→Copy Track 2)**

3 **Select "ErsTrack" (erase track).**
Select "ErsTrack." Then press the [CURSOR] right key.



4 **Select the "DestTrk."**
Use the dial to select the track number that you want to erase. For this example, select track "1." Then press the [CURSOR] right key.

5 **Select the "EditMode." (→Copy Track)**

6 **Select the "InTime" and "OutTime."**
For each point, use the dial to select a mark number that you registered. Then press the [CURSOR] right key.

note By pressing the [CURSOR] down key, you can edit the time location of the selected mark. You can also press the [PLAY] key to play back the sound for approximately two seconds from the selected time location.

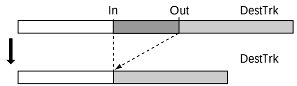
7 **Execute the operation.**
When the display asks "ErsOK?," press the [CURSOR] right key to execute the operation. When the data has been erased, the display will indicate "Finish!"

8 **Press the [PLAY] key to play back, and verify that the operation occurred as you intended.**

note You can press the [UNDO] key to return to the state prior to executing. (→p.21)

Delete Track – deleting a track

This operation deletes the specified region (In–Out) of the recorded track data. When data is deleted, the data following the deleted region (i.e., the data following the Out location) will be moved forward.

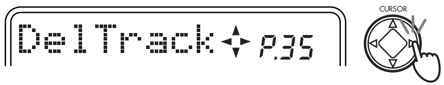


Here's how to delete the In–Out region of track 1.

1 **Register marks at the desired In and Out time locations. (→p.35)**

2 **Display the "EditTrk" (track edit) page. (→Copy Track 2)**

3 **Select "DelTrack" (delete track).**
Select "DelTrack." Then press the [CURSOR] right key.



4 **Select the "DestTrk."**
Use the dial to select the track number from which data will be deleted. For this example, select track "1." Then press the [CURSOR] right key.

5 **Select the "EditMode." (→Copy Track)**

6 **Select the "InTime" and "OutTime."**
For each point, use the dial to select a mark number that you registered. Then press the [CURSOR] right key.

note By pressing the [CURSOR] down key, you can edit the time location of the selected mark. You can also press the [PLAY] key to play back the sound for approximately two seconds from the selected time location.

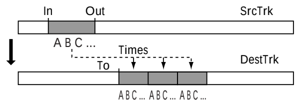
7 **Execute the operation.**
When the display asks "DelOK?," press the [CURSOR] right key to execute the operation. When the data has been deleted, the display will indicate "Finish!"

8 **Press the [PLAY] key to play back, and verify that the operation occurred as you intended.**

note You can press the [UNDO] key to return to the state prior to executing. (→p.21)

Expansion / Compression – expanding / compressing a track

This operation expands or compresses the specified region (In–Out) of recorded track data, and places it in a specified location (To–End). The data that follows the expanded / compressed data (i.e., the data following the End point) will be shifted toward the end of the song. You can select whether or not the pitch will be converted.

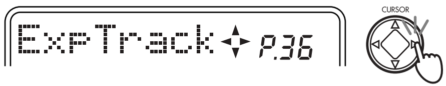


As an example, here's how the In–Out region of track 1 can be converted (without changing the pitch) to the length of the To–End region of track 2, and copied there three times.

1 **Register marks for the desired In, Out, To, and End time locations. (→p.35)**

2 **Display the "EditTrk" (track edit) page. (→Copy Track 2)**

3 **Select "ExpTrack" (expand/compress track).**
Select "ExpTrack." Then press the [CURSOR] right key.



4 **Select the "SrcTrk."**
Use the dial to select the track number containing the data you want to expand or compress. For this example, select track "1." Then press the [CURSOR] right key.

5 **Select the "DestTrk."**
Use the dial to select the track number into which the expanded / compressed data will be placed. For this example, select track "2." Then press the [CURSOR] right key.

6 **Select "Times."**

Use the dial to select the number of times that the data will be copied. For this example, select "3" as the number of times that the data will be copied. Then press the [CURSOR] right key.

7 **Select the "InTime," "OutTime," "ToTime," and "EndTime."**
For each of these, use the dial to select a mark number that you registered. Then press the [CURSOR] right key.

The To–End time must be in the range of 50%–200% of the In–Out time.

note By pressing the [CURSOR] down key, you can edit the time location of the selected mark. You can also press the [PLAY] key to play back the sound for approximately two seconds from the selected time location. (→p.32)

8 **Select "PitchFix."**
Use the dial to select whether the pitch will remain the same or will change. For this example, select "Yes" to fix the pitch. Then press the [CURSOR] right key.

9 **Execute the operation.**
When the display asks "ExpOK?," press the [CURSOR] right key to execute the operation. When the data has been expanded / compressed, the display will indicate "Finish!"

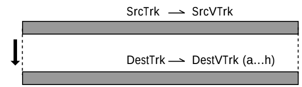
0 **Press the [PLAY] key to play back, and verify that the operation occurred as you intended.**

note You can press the [UNDO] key to return to the state prior to executing. (→p.21)

This operation will take longer to be completed (the "Finish!" display) according to the length of the specified region (In–Out).

Copy Virtual Track – copying to a virtual track

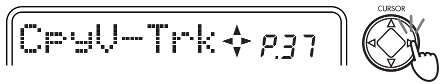
This operation copies the data of an entire virtual track (from its beginning to end) to another virtual track of the same track, or to a virtual track of another track.



As an example, here's how virtual track "A" of track 1 can be copied to virtual track "B" of the same track 1.

1 **Display the "EditTrk" (track edit) page. (→Copy Track 2)**

2 **Select the "CpyV-Trk."**
Press the [CURSOR] up or down keys several times to select "CpyV-Trk." Then press the [CURSOR] right key.



3 **Select the "SrcTrk."**
Use the dial to select the copy source track number. For this example, select track "1." Then press the [CURSOR] right key.

4 **Select the "SrcVTrk."**
Use the dial to select the copy source virtual track number. For this example, select virtual track "A." Then press the [CURSOR] right key.

5 **Select the "DestTrk."**
Use the dial to select the copy destination track number. For this example, select track "1." Then press the [CURSOR] right key.

6 **Select the "DestVTrk."**
Use the dial to select the copy destination virtual track number. For this example, select virtual track "B." Then press the [CURSOR] right key.

7 **Execute the editing operation.**
In response to the "CpyV OK?" display, press the [CURSOR] right key to execute the operation. When the copy is completed, the display will indicate "Finish!"

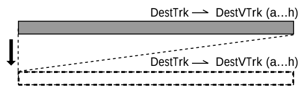
8 **Select "B" as the virtual track for track 1, move to the beginning of the song, and play back to verify that the copy was executed as you intended.**

note You can press the [UNDO] key to return to the state prior to executing. (→p.21)

It is possible to execute this operation on a track that is not currently selected, so be sure you know which data is in the track before you execute.

Delete Virtual Track – deleting a virtual track

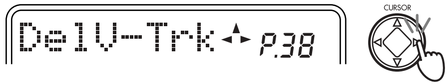
This operation deletes all track data (from the beginning to the end) of the specified virtual track.



As an example, here's how to delete virtual track "C" of track 1.

1 **Display the "EditTrk" (track edit) page. (→Copy Track 2)**

2 **Select the "DelV-Trk."**



3 **Select the "DestTrk."**
Use the dial to select the track number of the virtual track that will be deleted. For this example, select track "1." Then press the [CURSOR] right key.

4 **Select the "DestVTrk."**
Use the dial to select the virtual track number that will be deleted. For this example, select virtual track "C." Then press the [CURSOR] right key.

5 **Execute the editing operation.**
In response to the "DelV OK?" display, press the [CURSOR] right key to execute the operation. When the data has been deleted, the display will indicate "Finish!"

6 **Select "C" as the virtual track for track 1, move to the beginning of the song, and play back to verify that the data was deleted as you intended.**

note You can press the [UNDO] key to return to the state prior to executing. (→p.21)

It is possible to execute this operation on a track that is not currently selected, so be sure you know which data is in the track before you execute.

Step 11. Mixdown

"Mixdown" refers to the process of using the faders and effects to adjust the sound recorded on each track (→p.36), and recording the resulting data on a two-channel recorder (DAT recorder, MD recorder, cassette tape recorder, etc.) to create a finished song.

1. Recording onto a master tape

1 **Check the completed song.**
Adjust the level and pan etc. of each track, and play back to check the song.

2 **Connect your external recording device.**
Connect the [LINE OUT] jack of the PXR4 to your tape recorder or MD recorder, etc.

3 **Begin mixdown.**
Start recording on your external recording device, and play back the PXR4.

2. Using the sub input

If you want to play along with the playback of the four tracks, you can use the external input as a sub input that is added directly to the master button.

1 **Connect your external input device to the input jack.**

2 **Select the sub input setting.**
Press the [SYSTEM] key, and use the [CURSOR] up / down keys to display the "System" page. Then press the [CURSOR] right key to display the "MixerSys" page. Now press the [CURSOR] right key to display the "SubIn" (sub input setting) page. Use the dial to turn the value indicator "On."

note If the input is monaural, it will be input to the L channel.

3. Creating a stereo file

A completed song that you have finished recording can be converted into a stereo MP2 song file that can be played on your computer. A song that is created in this way can be played back on the PXR4, but there are several limitations on how it can be edited.

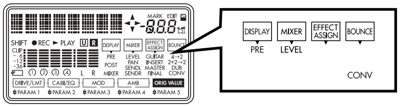
Limitations for a stereo MP2 song

- **Basic operations that are not possible**
  Recording (including additions or bounce)
  Track editing
  Adding, changing, or editing effects
- **Locate mode**
  The "Free Time" display will indicate the time available for stereo recording at the recording grade of the original song of this stereo file.
- **System mode**
  In the "Card Utl" page, only Card Info, Recovery, and Format can be used.
  The contents of the "System" page cannot be edited.
- **Mixer mode**
  Editing can be performed as usual, but saving is not possible.
- **Mark mode**
  Marks cannot be registered or added.
  Marks registered in the original song will be ignored.

Creating a stereo file

Here's how the audio recorded on tracks 1–4 can be converted into a stereo file.

1 **Select Bounce mode.**
Hold down the [SHIFT] key and press the [LOCATE] key to switch the "BOUNCE" display to "CONV" (convert).



2 **Select the tracks that will be recorded.**
Press the [REC SELECT] key for track 1 and 2 to assign a "○" symbol to tracks 1 and 2.

3 **Begin bounce recording.**
Refer to steps 3 –7 of "Combining the sound of tracks 1–4 into two tracks."

4 **A new song will be created.**
The new song created as a stereo file will be added to the end of the existing song.

note There are some limitations on how the completed stereo file can be edited.

Step 12. Saving to your computer

When a recording or editing operation is completed, the PXR4 automatically writes the data into the card. Song data saved on the card can be sent to your computer and saved (backed up).

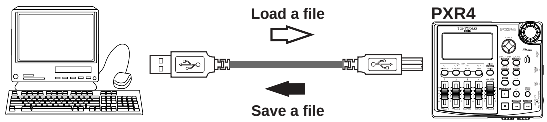
note When there is little space remaining on the card, or when you have completed a song, you should save your data on a medium other than the card.

A card for use with the PXR4 must not be formatted on a computer or digital camera etc. The card must be formatted by the PXR4 itself.

1. Making USB connections to your computer

The PXR4 has a [USB] connector for direct connection to your computer, making it quick and easy to back up your important song data.

You must use the AC adapter when using the [USB] connector.



The procedure will differ according to the operating system of your computer.

Windows users

Supported versions: Windows Me / 2000 or later

1 **Use a USB cable to connect the PXR4 to your computer.**

Connect the USB connector to the [USB] jack of the PXR4. Make sure that the connector is oriented correctly, and insert it all the way into the jack.

2 **Display the USB communications page.**
Use the [SYSTEM] key and the [CURSOR] up / down keys to display the "USB comm" page, and press the [CURSOR] right key.
When the "Ready?" display appears, select "Yes" and press the [CURSOR] right key. The display will indicate "CrdReady."

3 **A drive named "Removable Disk" will be added to your computer.**
If you are connecting the PXR4 for the first time, the device driver will be installed now.

4 **Back up the data to your computer.**
When you open the removable disk drive that was added in step 3, you will see the contents of the SmartMedia that is inserted in the PXR4. Copy the desired song / effect data into your computer. Song data from your computer can also be written into the SmartMedia.

5 **Disconnect the PXR4 from your computer.**
Left-click the card icon displayed in the right side of your computer's taskbar. In the menu that appears, left-click "Stop USB disk driver (drive name)." Make sure that a message indicating that the "USB disk may be disconnected safely" is displayed. Make sure that the display has changed from "CardLock" to "CrdReady," and press the [CURSOR] right key. When the display indicates "Complete," select "Yes" and press the [CURSOR] right key. After returning to Locate mode, disconnect the USB cable from the PXR4.

Macintosh users

Supported versions: Mac OS9.0.4 or later

1 **Use a USB cable to connect the PXR4 to your computer.**
Connect the USB connector to the [USB] jack of the PXR4. Make sure that the connector is oriented correctly, and insert it all the way into the jack.

2 **Display the USB communications page.**
Use the [SYSTEM] key and the [CURSOR] up / down keys to display the "USB comm" page, and press the [CURSOR] right key.
When the display asks "Ready?," select "Yes" and press the [CURSOR] right key.

3 **A drive named "Unnamed" will be added to your desktop.**
The display of the PXR4 will indicate "CardLock."

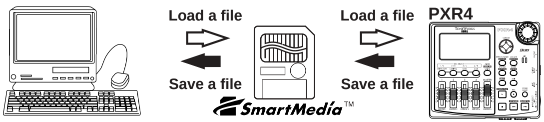
4 **Back up the data to your computer.**
When you open the drive that was added in step 3, you will see the contents of the SmartMedia that is inserted in the PXR4. Copy the desired song / effect data into your computer. Song data from your computer can also be written into the SmartMedia.

5 **Put the added drive into "Trash."**
If you want to disconnect the PXR4, either drag the drive from the desktop into the "Trash," or select "Exit" from the "Special" menu.
Make sure that the display has changed from "CardLock" to "CdNotRdy," and press the [CURSOR] right key. When the display indicates "Complete," select "Yes" and press the [CURSOR] right key. When you

return to Locate mode, disconnect the USB cable from the PXR4.

2. Saving song files via card

Even if your computer does not have a USB connector, you can use a commercially available card reader to back up the data from the card.



1 **Turn off the power of the PXR4, and remove the card. (→p.12)**

2 **Insert the card as described in the manual of your card reader.**

3 **Back up the data onto your computer.**

note If data is copied to a card of a different size than the card on which the song was created, the Undo data may be lost.

Contents of the card

The root directory of the card may contain the following files and folders.

1. Song folders

The PXR4 manages each song as a separate folder. As a rule, the folder name will be the same as the song name, but if you create identically-named songs, the folder name will consist of the song name plus a **tilde** (˜) and **numeral**; e.g., "˜1", "˜2."
The folder will contain the audio data files for each track, and a song management file.

When copying a song from a card to your computer, or when writing a previously-copied song back to the card, you must copy the entire folder.
If you modify or delete part of the files in a folder, it will no longer be possible to handle the song correctly.

note If you change the name of a folder, the new folder name will be the song name. Although it is possible to use a tilde (˜) in the file name, the tilde and subsequent characters will not be displayed in the song name.

2. Stereo MP2 songs (*.MP2)

Stereo MP2 songs created by the Bounce operation are generated as stereo-format MP2 (MPEG1 Audio Layer 2) files. By copying these files to your computer, you can listen to the songs on your computer, or distribute them.

If you are using a sound card that does not support a 32 kHz sampling rate, playback may not be possible.

3. Effect user file (1.EFF, 2.EFF)

These files are created when you create or save user effect data. The filenames are "1.EFF" and "2.EFF".

4. Setting file (PXR4.INI)

A file containing settings is created with a name of "PXR4.INI". This file contains the number of the song that is currently being edited on this card.

note The presence or absence of this file will not affect the operation of the PXR4. If this file does not exist, the first song will be used.

5. Card recovery results (CDRECVRY.LOG)

When you use the Card Recovery (→p.62) function,

the results will be saved in a file named "CDRECVRY.LOG."

note The presence or absence of this file will not affect the operation of the PXR4.

3. Card management

If the available capacity of the card decreases or if the data on the card becomes damaged, you can "recover" the card. If recovery is unsuccessful or if you are using a new card, you can format the card.

Recovering a damaged card: Card Recovery

1 **Access the "CardUtl" page.**
Use the [SYSTEM] key and [CURSOR] up / down keys to access the "CardUtl" page, and press the [CURSOR] right key.

2 **Access the "CdRecvey" page.**
Use the [CURSOR] up / down keys to access the "CdRecvey" page, and press the [CURSOR] right key.

3 **Execute the Card Recovery operation.**
When the display asks "Ready?," select "Yes" and press the [CURSOR] right key.

Formatting a card: Format

When you format a card, all the contents of that card will be erased.

1 **Access the "CardUtl" page.**
Use the [SYSTEM] key and [CURSOR] up / down keys to access the "CardUtl" page, and press the [CURSOR] right key.

2 **Access the "CdFormat" page.**
Use the [CURSOR] up / down keys to access the "CdFormat" page, and press the [CURSOR] right key.

3 **Execute the Format operation.**
When the display asks "Format?," select "Yes" and press the [CURSOR] right key. When the display asks "Sure?," select "Yes" and press the [CURSOR] right key to execute the Format operation.
When formatting is completed, the Song Create page will appear. (→p.23)

Parameters

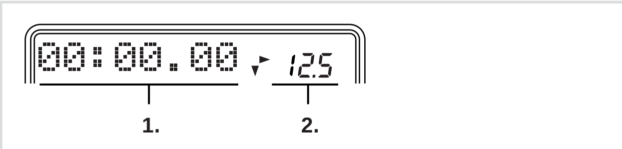
This section explains the function of the parameters that appear in the display each time you press a key.

LOCATE

Here you can check the current location, set the counter display, and use the counter to change the current time.

P1. Location Counter: counter display

The counter displays the current location (time) of the currently selected song.



1. Counter ....

Use the [CURSOR] up / down keys of the [LOCATE] key to switch the counter display format.

__:__.__ (MSM): The current location will be displayed as the absolute time from the beginning of the song. From the left, the units are Minutes: Seconds. Milliseconds (1 / 1000th of a second).

__.__.__ (MBT): The current location will be displayed as the number of measures from the beginning of the song. The time signature and tempo are specified in the [SYSTEM] “Tempo” page (→p.41). From the left, the units are Measure. Beat. Tick (1 / 96th of a beat).

__.__Fr (FreeTime): The **recordable time** on the currently-used card will be displayed. From the left, the units are Minutes and Seconds.

note The time displayed here is the time that can be recorded at the song grade of the currently selected song. If the [REC SELECT] keys have selected two tracks as the recording tracks, the display will indicate the remaining recordable time for two tracks.

2. SongGrade .... **(1…99. H, S, E, P)**

This indicates the currently selected **song number**, and the **song grade** of that song. The song grade is selected when the song is created.



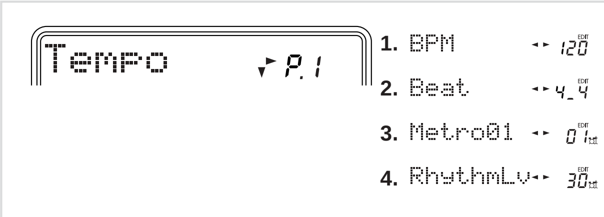
.H (High Quality): Highest audio quality
.S (Standard): Standard grade
.E (Economy): Extended length
.P (Play Only): Playback-only song created by the “BOUNCE” CONV operation (→p.52)

SYSTEM
RHYTHM

SYSTEM

P1. Tempo: tempo setting

Here you can set the tempo, time signature, and rhythm of the currently selected song.



1. **BPM (Beats Per Minute) .... [040…240]**
Specifies the tempo.

2. **Beat .... [1/4…8/4, 1/8…8/8]**
Specifies the time signature.

3. **Rhythm.. [Off, 01…50]**
Turns rhythm on / off and specifies the rhythm pattern. Refer to “Rhythm pattern list” (→p.91).

4. **Rhythm (Rhythm Level) .... [00…50]**
This sets the volume of the rhythm.

P2. EditSong: Song editing operations

These operations edit or rename a song.

It is not possible to Undo after executing these operations.



P.2-1 NameSong: Change the name of a song

This operation changes the name of the currently selected song. (→p.24)

P.2-2 CopySong: copy a song

This operation copies the selected song to the specified (destination) song number.

1. **DestSong .... [1…99]**
Select the copy destination song number. The numbers that can be selected are “1”–“last existing song + 1”.

2. **Copy OK?.. [Yes, No]**
If you select “Yes” and press the [CURSOR] right key, the copy will be executed; the song will be copied to the copy destination song number (“DestSong”). If “DestSong” is an existing song number, subsequent songs will be renumbered upward by one.

Undo is not available for this operation.

P.2-3 DelSong: Delete a song

This operation deletes the selected song.

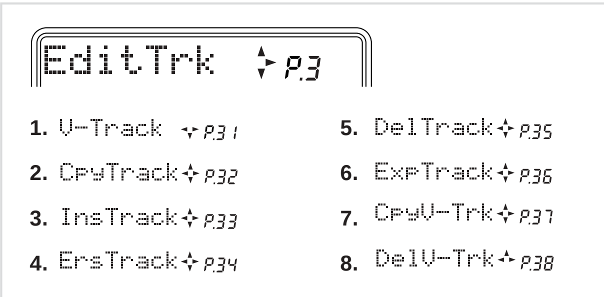
1. **DestSong .... (1…99)**
   Confirm the number of the song that will be deleted.
2. **Del OK?.. [Yes, No]**
   When you select “Yes” and press the [CURSOR] right key, the display will ask “Sure?,” and then the song will be deleted. The “DestSong” will be deleted, and subsequent songs will be renumbered downward by one.

   Undo is not available for this operation.

P3. EditTrk: Track editing operations

These operations select virtual tracks and edit tracks that have been recorded.
The tracks selected in the “V-Track” page for tracks 1–4 will be the tracks that are affected by these operations.

note Although the time range of the edited data can be set during the editing operation, you can also use Mark locations that were registered using the [STORE MARK] key.



P.3-1 V-Track: Select virtual tracks

Here you can select the virtual track for each track. Each track has eight virtual tracks: “A”–“H.” Select one of these virtual tracks for recording / playback on each track.

note Track editing operations other than “CopyV-Trk,” “DelV-Trk” will affect the virtual track you select here. Other virtual tracks will not be affected by your editing operations.

note If you select a virtual track that already contains recorded data, the display will indicate “-”.

1. **Trk1-Vtr ....[A, B, C, D, E, F, G, H]**
   Select the virtual track for track “1”.
2. **Trk2-Vtr ....[A, B, C, D, E, F, G, H]**
   Select the virtual track for track “2”.
3. **Trk3-Vtr ....[A, B, C, D, E, F, G, H]**
   Select the virtual track for track “3”.
4. **Trk4-Vtr ....[A, B, C, D, E, F, G, H]**
   Select the virtual track for track “4”.

P.3-2 CpyTrack (CopyTrack): Copy a track

This operation copies the track data in the In–Out region of the edit source track (“SrcTrk”) to the To location in the edit destination track (“DestTrk”) for the specified number of times.

When this operation is executed, the copy destination track (“DestTrk”) will be overwritten.

1. **SrcTrk ....[1, 2, 3, 4, 1-2, 3-4]**
   Select the edit source track.
2. **DestTrk ....[1, 2, 3, 4, 1-2, 3-4]**
   Select the edit destination track.

3. **CpyTimes .... [01…99]**
   Specify the number of times the data will be copied.

4. **EditMode .... [Fast, Best]**
   Select the unit of time by which the data will be edited.
   FSt **(Fast):** The data will be copied in 1-frame (36 msec) units. This is suitable when editing long sections of data. The processing time will be shorter. If you select "Fast," the minimum unit for the time settings listed below will be 36 msec.
   bSt **(Best):** The data will be copied in 1-sample units. This is suitable for more detailed edits. The processing time will be longer.

5. **InTime ....**
   Specify the starting time in the edit source track. (→p.35)

6. **OutTime..**
   Specify the ending time in the edit source track. (→p.35)

7. **ToTime ....**
   Specify the time location in the edit destination track. (→p.35)

8. **Copy OK?.. [Yes, No]**
   Select "Yes," and press the [CURSOR] right key to execute the operation.

P.3-3 InsTrack (Insert Track): Insert blank space into a track

This operation inserts blank space into the In–Out region of the edit destination track ("DestTrk").
When this operation is executed, the track data that follows the inserted blank data will be shifted toward the end of the song.

1. **DestTrk ....[1, 2, 3, 4, 1-2, 3-4]**
   Select the edit source track.

2. **EditMode .... [Fast, Best]**
   Select the unit of time by which the data will be edited. (→Copy Track 4.)

3. **InTime ....**
   Specify the starting time in the edit source track.

4. **OutTime..**
   Specify the ending time in the edit source track.

5. **Ins OK? .... [Yes, No]**
   Select "Yes" and press the [CURSOR] right key to execute the operation.

P.3-4 ErsTrack (Erase Track): Erase data from a track

This operation erases the track data in the In–Out region of the edit destination track ("DestTrk").
When this operation is executed, the track data in the In–Out region will be erased, leaving silence.

1. **DestTrk ....[1, 2, 3, 4, 1-2, 3-4]**
   Select the edit destination track.

2. **EditMode .... [Fast, Best]**
   Select the unit of time used for editing. (→Copy Track 4.)

3. **InTime ....**
   Specify the starting time in the edit destination track.

4. **OutTime..**
   Specify the ending time in the edit destination track.

5. **ErsOK? .... [Yes, No]**
   Select "Yes" and press the [CURSOR] right key to execute the operation.

P.3-5 DelTrack (Delete Track): Delete data from a track

This operation deletes track data from the In–Out region of the edit destination track (“DestTrk”).
When this operation is executed, the track data of the In–Out region will disappear, and the track data that follows the deleted data will be shifted forward.

1. **DestTrk .... [1, 2, 3, 4, 1-2, 3-4]**
   Select the edit destination track.
2. **EditMode ....[Fast, Best]**
   Select the unit of time used for editing. (→Copy Track 4.)
3. **InTime ....**
   Specify the starting time in the edit destination track.
4. **OutTime..**
   Specify the ending time in the edit destination track.
5. **DelOK?.. [Yes, No]**
   Select “Yes” and press the [CURSOR] right key to execute the operation.

P.3-6 ExpTrack (Exp / Cmp): Expand / compress a region of a track

This operation expands or compresses the track data of the In–Out region of the edit source track (“SreTrk”) so that it will fit in the To–End region of the edit destination track (“DestTrk”), and copies this data the specified number of times starting at the To location. When this operation is executed, the edit destination track will be overwritten.

note There are limitations to the degree of expansion / compression. An error will occur if the length of the In–Out region differs too greatly from the length of the To–End region. You must set the To–End region so that it is within 50–200% of the length of the In–Out region.

1. **SrcTrk ....[1, 2, 3, 4, 1-2, 3-4]**
   Select the edit source track.
2. **DestTrk ....[1, 2, 3, 4, 1-2, 3-4]**
   Select the edit destination track.
3. **CpyTimes... [01…99]**
   Specify the number of times that the data will be copied.
4. **InTime ....**
   Specify the starting time in the edit source track.
5. **OutTime..**
   Specify the ending time in the edit source track.
6. **ToTime ....**
   Specify the starting time in the edit destination track.
7. **EndTime ....**
   Specify the ending time in the edit destination track.
8. **PitchFix.. [Yes, No]**
   Specify whether the playback pitch will be unaffected by the expansion / compression operation.
   Yes: The pitch will not be affected by the operation.
   No: The pitch will change according to the degree of expansion or compression.
9. **ExpOK?.. [Yes, No]**
   Select “Yes” and press the [CURSOR] right key to execute the operation.

note The processing time until the operation is completed ("Finish!") will be longer in proportion to the length of the specified region (In–Out).

P.3-7 CpyV-Trk: Copy a virtual track

This operation copies all track data of the edit source track ("SrcTrk") to the specified virtual track of the edit destination track ("DestTrk").

When this operation is executed, the edit destination track will be overwritten. Verify the contents of the edit destination track before you execute this operation.

1. **SrcTrk .... [1, 2, 3, 4, 1-2, 3-4]**
   Select the edit source track.
2. **SrcVTrk ....[A, B, C, D, E, F, G, H]**
   Select the virtual track of the edit source track.
3. **DestTrk .... [1, 2, 3, 4, 1-2, 3-4]**
   Select the edit destination track.
4. **DestVTrk ....[A, B, C, D, E, F, G, H]**
   Select the virtual track of the edit destination track.
5. **CpyV OK? .... [Yes, No]**
   Select "Yes" and press the [CURSOR] right key to execute the operation.

P.3-8 DelV-Trk: Delete a virtual track

This operation deletes all track data from the edit destination track ("DestTrk").

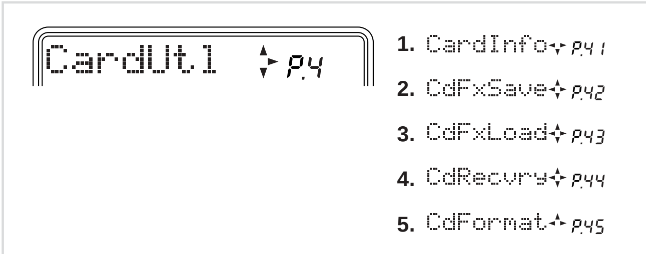
When this operation is executed, the edit destination track will be overwritten. Verify the contents of the edit destination track before you execute this operation.

1. **DestTrk ....[1, 2, 3, 4, 1-2, 3-4]**
   Select the edit destination track.
2. **DestVTrk ....[A, B, C, D, E, F, G, H]**
   Select the virtual track of the edit destination track.
3. **DelV OK? .... [Yes, No]**
   Select "Yes" and press the [CURSOR] right key to execute the operation.

P4. CardUtl (Card-related functions)

These operations let you view information about a card, and check or format (initialize) it.

All the data on the card will be lost when you execute the Format operation.



P.4-1 CardInfo (Information): View card information

Here you can view the card type, and the amount of free area.

1. **Card[MB]......................................[4, 8, 16, 32, 64, 128]**
   This displays the type of card that is currently being used. The units are Mbytes.

2. Free[%] ....

This indicates the percentage (%) of space available on the currently-used card (i.e., space that can be written).

P.4-2 CdFxSave: Saving an effect user file

This operation saves the effect user data to the card.

1. Save Num.. **[1, 2]**

Select the save destination for the effect data.

note The normal effect write operation (→p.40) will always overwrite the data onto Num1.EFF. If you do not want to overwrite, select "2."

1: The data will be saved to Num1 (the data that is loaded at power-on).
2: The data will be saved to Num2.

P.4-3 CdFxLoad: Loading an effect user file

This operation loads the effect user data into internal memory.

1. Load Num... **[Int, 1, 2]**

Select the effect data load source.
Int: Load the initial settings (preset data).
1: Load from Num1 (the data that is loaded at power-on).
2: Load from Num2.

It is not possible to load a user effect program individually.

P.4-4 CdRecvey: Recover card data

This operation checks and recovers a card. (→p.54)
Press the [CURSOR] right key to execute the Card Recover operation.

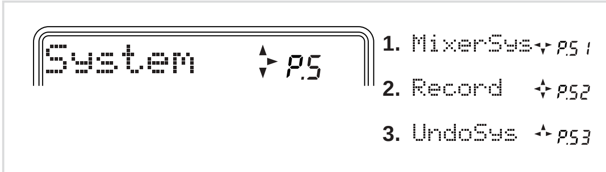
P.4-5 CdFormat: Format a card

This operation formats (initializes) a card. A card that has been used by another device must be formatted. (→p.54)

All the data on the card will be lost when you execute the Format operation.

P5. System: System-related settings

Here you can make settings for the mixer and for recording.



P.5-1 MixerSys: Mixer settings

Here you can set mixer-related parameters.

note These settings are common to all songs.

1. AutoIn .... **[Off, On]**

Specify whether the input source of a track selected for recording (RecSelect) will automatically be switched according to the status of the recorder. When using punch recording, we suggest you turn this setting "On."
On: For tracks selected for recording, the input will be switched automatically according to the status of the recorder.
External input when the recorder is stopped
Track input when the recorder is playing

External input when the recorder is recording
Off: Tracks selected for recording will always use the external input.

2. **AutoPan .... [Off, On]**
Specify whether the pan (stereo position) setting will be set automatically when bounce-recording to a single record track. (→p.29)

3. **SubIn.. [Off, On]**
Turn SubIn "On" when you want to insert an external input directly into the master bus. Otherwise leave this turned "Off." (→p.51)

4. **FadrCtrl (Fader Control)....................................... [Off, On]**
This function allows mixer parameters other than level (i.e., pan, send L, send R) to be set by the [TRACK] faders in the Mixer page. (→p.21)
On: The faders can be used to set mixer parameters.
Off: The faders will only set the level of each track.

5. **LocMoni (Locate With Monitoring)........................ [Off, On]**
This function outputs the track playback in order to help you verify the location when you change the current time in the Locate page. The track audio of channels selected for recording will be output if "AutoIn" is "On."

P.5-2 Record: Recording settings

Here you can adjust your settings for recording.

1. **Count-In .... [0…8]**
Playback will begin this number of measures earlier, and recording will begin after the specified number of measures have been played. Use this when you want recording to start automatically from the beginning of the song, or when you want to record with a smooth transition from previously-recorded material. If this is set to "0," playback will start at the same time that recording begins. (→p.28)

2. **RecLngth(Rec Length)................................ [Off, 001…999]**
This setting lets you pre-specify the number of measures from the beginning to the end of recording, so that recording will end automatically. You can perform overdubbing by using this in conjunction with "Count-In." (→p.28)

note The punch-in time corresponds to the beginning of recording (= current time). The punch-out time will be the "RecLength" added to that time.

P.5-3 UndoSys: Undo settings

1. **AutoUndo .... [Off, On]**
Select whether the Undo/Redo function will be available.
On: Undo/Redo will be available.
After recording or track editing, you will be able to undo/redo.
Off: Undo/Redo will not be available.

note If this is "On," the undo data will be erased following the next recording or track editing operation. If you turn this "On" again without performing a recording or track editing operation, undo/redo will be available.

2. **DelUndo? ....[1.S, ALL]**
You can delete the undo data to increase the free space on the card.
Press the [CURSOR] right key to select "Yes," and the data will be deleted.

Undo data that has been deleted cannot be recovered.

1.S: Delete only the undo data of the currently selected song.
ALL: Delete the undo data of all songs.

P6. USB comm: USB connections

When connecting the PXR4 to your computer, make settings in this page. (→p.52)

EFFECT/TUNER ASSIGN

EFFECT

Here you can select effect settings. For an effect, you can select either GUITAR, INSERT, MASTER, or FINAL as the effect assign (insert location). (→p.67: "EFFECT ASSIGN") An effect program consists of up to eight effect modules together. You can edit an effect program in various ways, such as by switching each effect module on / off and editing its settings. Edited effect programs can be saved in the user area. (→p.40)

note The number of effect pages and their contents will differ depending on the type of effect. The effect will not be displayed if the effect assign setting is "Off."

note When an effect page is selected, the [TRACK] faders 1–4 and the master fader are used to edit effect parameters. The faders that control parameters will be indicated in the display. When you are in an effect page, the "REC SELECT" record select keys will select the effect to be edited. By repeatedly pressing the same key, you can switch the corresponding effect on / off.

P1. Effect: Effect settings

P.1-1 SelectEffect: Select an effect program

1. SelectEffect: ....[00…49*1 / 50…99*2, U00…99]
*1: When ASSIGN=GUITAR. *2: When ASSIGN=INSERT, MASTER, FINAL.
This selects the effect program. The effects that can be selected will depend on the insert location. For the effects available for each insert location, refer to "Effect Program List" (→p.81). Numbers preceded by a "U" (e.g., "U00") are user area programs in which you can store effect programs that you yourself created.

P.1-2 Drive / LMT: Drive / LMT module

*****:** This depends on the effect.

1. Drive / LMT .... [***]
Select the type of drive or amp simulator.

1a. (Parameter 1).. [***]
This can also be edited by [TRACK] fader 1.

1b. (Parameter 2).. [***]
This can also be edited by [TRACK] fader 2.

1c. (Parameter 3) .... [***]
This can also be edited by [TRACK] fader 3.

1d. (Parameter 4).. [***]
This can also be edited by [TRACK] fader 4.

1e. (Parameter 5).. [***]
This can also be edited by the [MASTER] fader.

P.1-3 Cabinet: Cabinet module

1. Cabinet.. [***]
Select the type of cabinet.

P.1-4 Modulation: Modulation module

1. Modulation .... [***]
Select the type of modulation.

P.1-5 Ambience: Ambience module

1. Ambience .... [***]
Select the type of ambient effect.

P.1-6 NR/Gate: NoiseReduction/Gate module

1. NR/Gate .... [000…100]

P.1-7 ProgMVol: Program master volume

1. ProgMVol .... [000…100]

P.1-8 EffectReturn: Effect return level setting

1. EffRetLv .... [000…100]
When MASTER is selected as the effect insert location (ASSIGN), this setting adjusts the return level from the effect to the master bus. Increasing the return level will cause the effect to be applied more deeply (wet).

If a setting other than "MASTER" is selected for effect assign, this page will not be displayed.

P.1-9 EffectBalance: Effect return balance setting

1. EffRtBal...[L30…Cnt…R30]
When MASTER is selected as the effect type (EFFECT ASSIGN), this setting adjusts the balance of the return from the effect to the master bus.

If a setting other than "MASTER" is selected for effect type, this page will not be displayed.

P.1-10 Rename, Write: Name and save an effect

1. RenameEffect..
Here you can edit the name of the effect. Press the [CURSOR] left/right keys to select the character that you want to edit, and use the dial to select a character. When you have finished editing the name, press the [CURSOR] down key. The effect will be saved with this name when it is saved.

2. Wrt>U##? .... [##=00…99]
Select the save destination user area number. This operation writes the currently selected effect program into the user area, saving it. (→p.39: "3. Saving an effect program")

P2. Tuner: Tuner function

When Effect mode is selected, you can press the [EFFECT/TUNER] key to enter Tuner mode. This allows you to tune an input sound source. In Tuner mode, the effect will be bypassed (i.e., the effect will not be applied), so you can also use this mode to hear how the effect is modifying the sound. Press the [EFFECT/TUNER] key once again to return to the previous state.

note The tuner will not operate during playback or record-

standby.

MARK

In these pages you can use marks to change the current time location, and can also delete marks. This page cannot be selected if no marks have been registered.

P.1-1 SelectMark: Select a mark

Here you can select a mark, and change the current time to the location of that mark.

1. MarkLocation..
This displays the time location of the registered marks. If you pressed the [CURSOR] right key to delete a mark, you can confirm the time location here.

2. MarkNumber...[00…99, End]
This displays the number of the registered marks. Use the dial to select a number and move to that location.

P.2-1 DelMark (Delete Mark): Delete a mark

Here you can delete the selected mark. When the mark selection is displayed, pressing the [CURSOR] right key will delete that mark.

1. DelMark? (Delete Mark)................................ [All, 01…99]
This will indicate the selected “MarkNumber” that you selected for deletion. Press the [CURSOR] right key to delete the mark.
All: If you select “End” for “MarkNumber,” all marks will be deleted.

The marks at “00,” “End,” and “–” cannot be deleted.

MIXER

Here you can set the **volume level** (Level) and stereo **position** (Pan) of each track. If the effect type is “MASTER,” you an also set the **send level** (SendL, SendR) sent from each track to the effect.

note You can also use the faders to set these parameters, as well as selecting each parameter and using the dial. (→p.21)

P.1-1 Level: Volume level adjustment

Adjusts the volume level of each track.

1. Level#..

1a. Level 1.. [000…127]
This can also be edited by [TRACK] fader 1.

1b. Level 2.. [000…127]
This can also be edited by [TRACK] fader 2.

1c. Level 3.. [000…127]
This can also be edited by [TRACK] fader 3.

1d. Level 4.. [000…127]
This can also be edited by [TRACK] fader 4.

P.2-1 Pan: Pan adjustment

Adjusts the stereo position (Pan) of each track.

1. Pan# ....[L30…Cnt…R30]
(#= 1, 2, 3, 4) *Refer to P.1-1 Level

P.3-1 SendL: Send level adjustment (L ch.)

Adjusts the level sent from each track to the left channel of the effect.

note Setting this will have no effect if the effect insert location is not set to "MASTER."

1. Send-L# .... [000…100]
(#= 1, 2, 3, 4) *Refer to P.1-1 Level

P.4-1 SendR: Send level adjustment (R ch.)

Adjusts the level sent from each track to the right channel of the effect.

note Setting this will have no effect if the effect insert location is not set to "MASTER."

1. Send-R#.. [000…100]
(#= 1, 2, 3, 4) *Refer to P.1-1 Level

SHIFT + MIXER DISPLAY WRITE DISPLAY

Here you can select the information that will be displayed in the level meter. Hold down the [SHIFT] key and press the [MIXER] (DISPLAY) key to switch the setting.

PRE:

The pre-fader level (the level before passing through the level fader) of each channel will be displayed. Select this setting when you want to know whether the input level is appropriate, or whether the track is outputting sound. In this case, "L/R" will display the post-fader level.

POST:

The post-fader level (the level after passing through the level fader) of each track will be displayed. Select this setting when you want to know whether the playback level is appropriate, or whether the recording level is appropriate.

MIXER:

Select this setting when you want to compare the mixer parameter values for each track. The parameter (LEVEL, PAN, SENDL, SENDR) selected in Mixer mode will be displayed.

SHIFT + EFFECT/TUNER ASSIGN EFFECT ASSIGN

Here you can select the effect insert location, and select the effect type. The PXR4 has one built-in effect unit, and you can select one of the following locations into which it will be inserted.
Hold down the [SHIFT] key and press the [EFFECT] key to switch this setting.

GUITAR: Mono-in → mono-out

The effect will be inserted immediately after the input. Select this when you want to record while applying a mono effect.

note If you select "GUITAR," only one track can be selected for recording.

INSERT: Stereo-in → stereo-out

The effect will be inserted immediately after the input.

Select this when you want to record while applying a stereo effect.

MASTER: Stereo-in → stereo-out

Select this when you want to send the “Send” signals from each track to the effect, enhancing the overall depth and balance.

FINAL: Stereo-in → stereo-out

Select this when you want to make overall adjustments to the song in the master LR bus.

(OFF):

The effect will not be used. Nothing will be displayed in the Assign area if this is selected. The effect pages will not be displayed if the assign setting is turned “OFF.”

SHIFT + LOCATE BOUNCE BOUNCE

Select the type of bounce recording. The mixer settings will change according to the type you select, allowing various types of bounce operation. (→p.29)
Hold down the [SHIFT] key and press the [LOCATE] key to switch this setting.

4→2 (4 tracks → 2 tracks):

With this type, the track playback will be input to the track(s) selected for recording by “REC SELECT.” Select this type when you have used up all four tracks, and want to combine them into two tracks or one track. You can also select this when you want to apply a master effect or final effect to two already-recorded tracks, and record the result on two other tracks.

2+2→2 (2 tracks + 2 inputs → 2 tracks):

With this type, the external input sources will be input to the tracks selected for recording by “REC SELECT.” This type is used mainly when you want to listen to two tracks while adding another performance (stereo input) and recording the result on two tracks, or similarly when you want to combine the playback of three tracks with one audio input and record the result on one track.

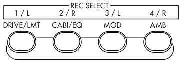
DUB (Dubbing):

With this type, the external input sources and the track playback will be input simultaneously to the tracks selected for recording by “REC SELECT.” This allows you to add additional material to an already-recorded track (however the levels cannot be adjusted independently). You will select this mainly when you have already decided on the part assignments of each track, and want to layer sounds as if you were using a musical notepad.

CONV (Convert):

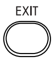
With this type, a completed song that you have already recorded can be converted into a **stereo MP2 song**. By converting a completed song, you will be able to send it to your computer and play it back on a MPEG1 Layer 2 playback application. When you execute conversion, a new song will be added as a playback-only stereo MP2 song. This means that the tracks selected by “REC SELECT” will not be overwritten. Mixer operation is the same as in 4→2.

(OFF):
This is the normal recording mode.



REC SELECT

These keys select the track(s) for recording.
When you select a track for recording, a ○ symbol will appear for the track number below the level meter display. The tracks that can be recorded will differ depending on whether you are using normal recording or bounce recording. It is not possible to record unless you select a track for recording.
Normal recording: The sound will be recorded on the selected track(s). Use the [TRACK] fader(s) to adjust the recording level.
Bounce recording (4→2, 2+2→2): If the selected track is 1 or 3, the sound will be recorded on the master L channel. If the selected track is 2 or 4, the sound will be recorded on the master R channel. Use the [MASTER] fader to adjust the recording level.



EXIT

Press this key to cancel an editing operation (when "EDIT" is lit), or to return from another mode to Locate mode. In Locate mode, pressing the [EXIT] key while the recorder is stopped will display the name of the currently selected song.



SHIFT

If more than one function is assigned to a key, you can hold down the [SHIFT] key and press the desired key to access its alternate function.



STORE MARK

You can register a mark by pressing this key. If you register a mark at a desired time location in a song, you can recall that mark number to move to that time location.
Marks that you register can be used to specify editing time locations for track editing (→p.43).
For details on using Marks to change the current time, and how to register or delete a Mark, refer to p.34.

FADER

Except when an effect page or mixer page is selected, these faders are used to set the volume levels.
When adjusting the recording levels, fader operations will differ depending on whether you are recording external inputs or using bounce recording.
When recording external inputs, the track faders will adjust the recording level.
When bounce-recording, the master fader will adjust the recording level.

In the effect pages, the faders can be used to edit the effect.
In the mixer pages, the faders can be used to edit the pan and effect send of each track.

note In order to use this function, the System mode “Mixer” page setting “FadrCtrl” (fader control) must be turned “On.” (→p.63)

1, 2, 3, 4:

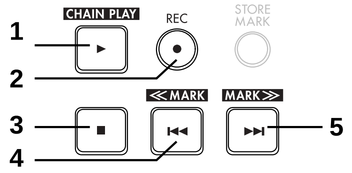
These faders adjust the volume level of each track.
For tracks not selected for recording by “REC SELECT,” the fader adjusts the playback volume level.
For tracks selected for recording by “REC SELECT,” the fader adjusts the recording level of the external input.

MASTER:

This fader adjusts the master L / R bus volume level.
When recording an external input, this fader adjusts the master L / R bus volume level.
When bounce-recording, this fader adjusts the recording level on the track(s) that is / are selected for recording by “REC SELECT.”

TRANSPORT KEYS

These keys are used to perform recorder operations such as playback and record.



1. PLAY

This key plays back the currently selected song.
If a [REC SELECT] key has been used to select a recording track, recording will begin when you press this key after pressing the [REC] key.
When the recorder is recording or playing back, the “► PLAY” indicator will light. During playback, pressing this key will play back at half-speed, which is a convenient way for you to practice along with a recorded performance that is too fast for you to play at normal speed.
Punch-recording cannot be used at this time. (→p.27: Punch-in / out)
During track editing, you can press this key when setting the In, Out, To, or End points to hear the playback for approximately two seconds from that time location.
If you hold down the [SHIFT] key and press this key, the stored songs will play back consecutively. (→p.31: Chain Play)

2. REC

When you press this key, the recorder will enter record-standby mode (the "●REC" indicator will blink). In order to enter record-standby mode, the [REC SELECT] key of at least one track must be pressed to display a "○" for the track number located below the level meter. When you press the [PLAY] key, the "●REC" indicator will light, and recording will begin.

3. STOP

This key stops recording or playback, and halts the recorder.
If you press this key while stopped, the song will be saved, and you will move to the beginning of that song.

4. REW (Rewind)

Pressing this key while playing or stopped will cause the song number to change to the preceding song (if you are at the beginning of the song), or will move to the beginning of that song (if you are in the middle of the song).
During playback, holding down this key for some time will cause the time location to rewind toward the beginning of the song. If you hold down the [SHIFT] key and press this key, you will move to the mark that precedes the current time location.

5. FF (Fast Forward)

Pressing this key while playing or stopped will move to the beginning of the next song.
During playback, holding down this key for some time will cause the time location to fast-forward toward the end of the song. If you hold down the [SHIFT] key and press this key, you will move to the mark that follows the current time location.

The contents of the effect parameters are explained for each effect module. The effect modules that can be selected will differ for each chain. (→p.82)

DRIVE / LMT BLOCK

1. DRIVE

TopBoost (TOP BOOST)

This model simulates the distortion of the VOX AC30.

1. GAIN .... [1...10]: Adjusts the amount of distortion.
2. LEVEL.................... [0...10]: Adjusts the output level.
3. TREBLE .... [1...10]: Adjusts the treble (high range) tone.
4. MIDDLE .... [1...10]: Adjusts the middle (mid range) tone.
5. BASS....................... [1...10]: Adjusts the bass (low range) tone.

US HI-G (US HI-GAIN)

This model simulates the distortion of a USA-made high-gain amp.

* The parameters are the same as "TOP BOOST."

Brit Stk (BRIT STACK)

This model simulates the distortion of a British-made stack-type amp.

* The parameters are the same as "TOP BOOST."

BigFuzz (BIG FUZZ)

This model simulates a standard vintage fuzz unit.

* The parameters are the same as "TOP BOOST."

Seattle (SEATTLE)

This model simulates a pedal that is ideal for the grunge rock that originated in the Seattle area.

* The parameters are the same as "TOP BOOST."

Mtl Dist (METAL DIST)

This model simulates the hard distortion of the 90's.

* The parameters are the same as "TOP BOOST."

Fat Dist (FAT DIST)

This model simulates a distortion pedal with the fat distortion of the 80's.

* The parameters are the same as "TOP BOOST."

ClasDist (CLASSIC DIST)

This model simulates the sound of a distortion pedal plus amp distortion that was typical of the 70's.

* The parameters are the same as "TOP BOOST."

Tube OD (TUBE OD)

This model simulates the driving tube amp distortion of the 70's.

* The parameters are the same as "TOP BOOST."

ClasComp (CLASSIC COMP)

This is a compressor that makes your picking more consistent and produces a smooth sustain.

If the sound is distorted, slightly lower each of the LEVEL, TREBLE, MIDDLE, and BASS settings.

1. SENS .... [1...10]: Adjusts the sensitivity of the compressor.
2. LEVEL .... [0...10]: Adjusts the output level.
3. TREBLE .... [1...10]: Adjusts the treble (high range) tone.
4. MIDDLE................. [1...10]: Adjusts the middle (mid range) tone.
5. BASS .... [1...10]: Adjusts the bass (low range) tone.

Acoustic (ACOUSTIC)

When you use the pickup closest to the neck of your guitar, this produces a realistic simulation of an acoustic guitar.
It contains a compressor with adjustable sensitivity.

If the sound is distorted, slightly lower each of the LEVEL, TREBLE, MIDDLE, and BASS settings.

* The parameters are the same as "CLASSIC COMP."

2. LIMITER

Limiter (LIMITER)

This limits the peaks of the input signal to the specified level.

1. THRESHOLD ..... [–40...0]: Adjusts the level at which compression will apply.
2. RATIO .... [0...10]: Adjusts the ratio at which the signal will be compressed.
3. ATTACK .... [1...10]: Adjusts the attack time.
4. RELEASE .... [1...10]: Adjusts the release time.
5. LEVEL .... [0...10]: Adjusts the overall level.

3. BASS DRIVE

This block is designed specifically for bass; it enhances the low range and broad dynamics of the bass guitar.

B Comp (BASS COMP)

This is a compressor that emphasizes the sense of attack. It makes your picking more consistent, and produces a smooth sustain.

If the sound is distorted, slightly lower each of the LEVEL, TREBLE, MIDDLE, and BASS settings.

1. SENSE .... [1...10]: Adjusts the sensitivity of the compressor.
2. LEVEL .... [0...10]: Adjusts the output level.
3. TREBLE .... [–18...+18]: Adjusts the treble (high range) tone.
4. MIDDLE .... [–18...+18]: Adjusts the middle (mid range) tone.
5. BASS .... [–18...+18]: Adjusts the low (low range) tone.

B Ovdrv (BASS OVERDRIVE)

This model simulates the natural distortion of an amp.

1. GAIN .... [1...10]: Adjusts the amount of distortion.
2. LEVEL .... [0...10]: Adjusts the output level.
3. TREBLE .... [–18...+18]: Adjusts the treble (high range) tone.
4. MIDDLE .... [–18...+18]: Adjusts the middle (mid range) tone.
5. BASS .... [–18...+18]: Adjusts the bass (low range) tone.

B Dist (BASS DISTORTION)

This distortion effect is designed especially for bass.

* The parameters are the same as "BASS OVERDRIVE."

B Octave (BASS OCTAVE)

This is an octave effect designed especially for bass.

1. DEPTH .... [0...10]: Adjusts the volume of the octave.
2. LEVEL .... [0...10]: Adjusts the output level.
3. TREBLE .... [–18...+18]: Adjusts the treble (high range) tone.
4. MIDDLE .... [–18...+18]: Adjusts the middle (mid range) tone.
5. BASS .... [–18...+18]: Adjusts the bass (low range) tone.

B OctDst (BASS OCTAVE DISTORTION)

This is a octave + distortion effect designed especially for bass.

* The parameters are the same as "BASS OVERDRIVE."

CABI / EQ BLOCK

1. CABINET

Some of the most important factors that determine the sound of a guitar amp are the share of the cabinet, and the type and number of speakers.
The Cabinet block simulates the cabinet and speaker characters of a wide range of amps, ranging from vintage amps to modern amps.
When recording on the PXR4, using this block will give your instrument the same sense of presence as if you were actually playing through a guitar amp.

1x8 Twd (1x8 TWEED)

This cabinet model simulates an open backed enclosure with one 8-inch speaker.

1. AIR .... [0...10]: Simulates the resonance of the cabinet, and the filtering effects produced by the acoustical interference between speakers.
2. LEVEL.................... [1...10]: Adjusts the output level when the cabinet model is used.
3. PRESENCE............ [1...10]: Adjusts the tone of the high-frequency range.
4. -----(BLANK)......................
5. -----(BLANK)......................

If the sound is distorted, slightly reduce the LEVEL and PRESENCE settings.

1x12Twd (1x12 TWEED)

This cabinet model simulates an open backed enclosure with one 12-inch speaker.

* The parameters are the same as “1x8 TWEED.”

1x12 Blk (1x12 BLACK PANEL)

This cabinet model simulates an open backed enclosure with one 12-inch speaker.

* The parameters are the same as “1x8 TWEED.”

1x12 AC15 (1x12 AC15)

This cabinet model simulates an open backed enclosure with one 15-inch speaker.

* The parameters are the same as “1x8 TWEED.”

2x12 Blk (2x12 BLACK PANEL)

This cabinet model simulates an open backed enclosure with two 12-inch speakers.

* The parameters are the same as “1x8 TWEED.”

2x12 AC30 (2x12 AC30)

This cabinet model simulates an open backed enclosure with two 12-inch speakers.

* The parameters are the same as “1x8 TWEED.”

2x12 ClA (2x12 CLASS A)

This cabinet model simulates an open backed enclosure with two 12-inch speakers.

* The parameters are the same as “1x8 TWEED.”

4x10 Twd (4x10 TWEED)

This cabinet model simulates an open backed enclosure with four 10-inch speakers.

* The parameters are the same as “1x8 TWEED.”

4x12 Cls (4x12 CLASSIC)

This cabinet model simulates a closed back 25W enclosure with four 12-inch speakers.

* The parameters are the same as “1x8 TWEED.”

4x12 Vin (4x12 VINTAGE)

This cabinet model simulates a closed back 30W enclosure with four 12-inch speakers.

* The parameters are the same as "1x8 TWEED."

4x12 Mdn (4x12 MODERN)

This cabinet model simulates a closed back 75W enclosure with four 12-inch speakers.

* The parameters are the same as "1x8 TWEED."

2. 4BAND EQ

Six types of 4-band graphic equalizer are provided, each with different center frequency settings for the various bands.

LowEQ (LOW EQ)

Bands 1–4 correspond to 80 Hz, 120 Hz, 250 Hz, and 550 Hz.

1. 80Hz .... [–10...+10]: Band 1 level
2. 120Hz .... [–10...+10]: Band 2 level
3. 250Hz .... [–10...+10]: Band 3 level
4. 550Hz .... [–10...+10]: Band 4 level
5. LEVEL.................... [0...10]: Adjusts the overall level.

MidEQ (MID EQ)

Bands 1–4 correspond to 250 Hz, 550 Hz, 1 kHz, and 4 kHz.

* The parameters are the same as "LOW EQ."

HighEQ (HIGH EQ)

Bands 1–4 corresponds to 640 kHz, 2 kHz, 6.4 kHz, and 12 kHz.

* The parameters are the same as "LOW EQ."

WideEQ1 (WIDE EQ1)

Bands 1–4 correspond to 120 Hz, 250 Hz, 2 kHz, and 10 kHz.

* The parameters are the same as "LOW EQ."

WideEQ2 (WIDE EQ2)

Bands 1–4 correspond to 100 Hz, 550 Hz, 1.2 kHz, and 4 kHz.

* The parameters are the same as "LOW EQ."

WideEQ3 (WIDE EQ3)

Bands 1-4 correspond to 80 Hz, 125 Hz, 640 Hz, and 1.5 kHz.

* The parameters are the same as "LOW EQ."

3. BASS CABINET

The Bass Cabinet block simulates a wide range of speaker and cabinet characters, from vintage tube amps to modern solid state amps.
When recording on the PXR4, this block can give your instrument a sense of presence as though you were playing through an amp.

Solid1 (SOLID1)

This is an all-around type of amp. It is also suitable for slap / pop playing styles.

1. -----(BLANK) ....
2. MIX ....[1...10]: Adjusts the output level when the cabinet is used.
3. PRESENCE ..... [–12...+12]: Adjusts the volume of the high-frequency range.
4. -----(BLANK) ....
5. -----(BLANK) ....

If the sound is distorted, slightly lower the LEVEL and PRESENCE settings.

Solid2 (SOLID2)

This amp has a hard and tight tone.

* The parameters are the same as "SOLID1."

Tube1 (TUBE1)

This is an old-style amp with a warm low end response.

* The parameters are the same as "SOLID1."

Tube2 (TUBE2)

This amp has a mild tone with low-mid range emphasis.

* The parameters are the same as "SOLID1."

Hi-Gain1 (HI-GAIN1)

This is an overdriven amp with a heavy low end boost.

1. -----(BLANK).....................
2. BOOST.................. [1...10]: Adjusts the amount of boost.
3. PRESENCE...... [–12...+12]: Adjusts the volume of the high-frequency range.
4. -----(BLANK).....................
5. -----(BLANK).....................

If the sound is distorted, slightly lower the BOOST and PRESENCE settings.

Hi-Gain1 (HI-GAIN2)

This is an overdriven amp suitable for hard rock styles.

* The parameters are the same as "HI-GAIN1."

4. MIC SIMULATOR

When recording sound that is output from an acoustic instrument or a speaker, it is best to use a mic that takes advantage of the characteristics of the source.
When using the built-in condenser mic of the PXR4, you can simulate the mic that is most appropriate for the source being recorded.

VntgDy (VINTAGE DYNAMIC)

This simulates the warm and rich sound of a vintage dynamic mic, and is ideal for vocals.

1. SETTING................ [1...4]: Switches the location of the mic. (1: Close, 2: On, 3: Off, 4: Far)
2. TRIM...................... [0...10]: Input trim
3. -----(BLANK).....................
4. -----(BLANK).....................
5. -----(BLANK).....................

note When you select the "Close" or "On" setting, the proximity effect will produce a boosted low range, so you will need to use "TRIM" to adjust the overall level.

MultiCn (MULTI CONDENSER)

This simulates a general-purpose studio condenser mic, and has a broad range from low to high frequencies that suits most instruments.

* The parameters are the same as "VINTAGE DYNAMIC."

Perc.Cn (PERCUSSION CONDENSER)

This simulates a small condenser mic designed for instruments, which has a distinctive high range and is ideal as an overhead mic for drums or for use with acoustic guitar.

* The parameters are the same as "VINTAGE DYNAMIC."

Whale.Dy (WHALE DYNAMIC)

This simulates a mic characterized by clarity and a sense of volume, and is ideal for drum sounds.

* The parameters are the same as "VINTAGE DYNAMIC."

Vocal.Cn (VOCAL CONDENSER)

This simulates a widely-used studio condenser mic, and is ideal for vocals, acoustic instruments, and narrations.

* The parameters are the same as "VINTAGE DYNAMIC."

Vocal.Tb (VOCAL TUBE)

This simulates a vintage tube mic, and is ideal for vocals.

* The parameters are the same as "VINTAGE DYNAMIC."

BDrum.Dy (B DRUM DYNAMIC)

This simulates a fairly large dynamic mic, and is suitable when you want to capture the sense of air movement felt with a close-miked bass drum.

* The parameters are the same as "VINTAGE DYNAMIC."

MODULATION BLOCK

1. MODULATION

Chorus (CHORUS)
StChorus (STEREO CHORUS)

These effects give the sound depth and warmth by modulating the delay time.

1. TIME .... [1...10]: Adjusts the delay time, controlling the frequency range at which the effect will apply. Adjusting this toward 0 will cause the modulation to occur at a higher pitch.
2. -----(BLANK)......................
3. SPEED............ [0.1...10Hz]: Adjusts the speed at which the pitch is modulated.
4. DEPTH................... [0...10]: Adjusts the depth at which the pitch is modulated.
5. MIX .... [0...10]: Adjusts the amount of effect mixed into the sound.

Flanger (FLANGER)
StFlange (STEREO FLANGER)

These effects give the sound modulation and a sense of pitch movement.

1. TIME .... [1...10]: Adjusts the delay time, controlling the frequency range at which the effect will apply. Adjusting this toward 0 will cause the modulation to occur at a higher pitch.
2. FEEDBACK..... [–10...+10]: Adjusts the unique character of sound. Raising this setting appropriately will produce a “jet” effect.
3. SPEED............ [0.1...10Hz]: Adjusts the speed at which the pitch is modulated.
4. DEPTH ....[0...10]: Adjusts the depth at which the pitch is modulated. When set to 10, the TIME parameter has no effect.
5. MIX ....[0...10]: Adjusts the amount of effect mixed into the sound.

ModDelay (MOD DELAY)
StModDly (STEREO MOD DELAY)

These effects can also modulate the delay time to produce chorus or flanger-like effects.

1. TIME....................[0...1.75]: Adjusts the delay time.
2. FEEDBACK .... [0...+10]: Adjusts the feedback (repeated “echoes”).
3. SPEED ....[0.1...10Hz]: Adjusts the speed at which the pitch is modulated.
4. DEPTH ....[0...10]: Adjusts the depth at which the pitch is modulated.
5. MIX ....[0...10]: Adjusts the amount of effect mixed into the sound.

Tremolo (TREMOLO)
Trem / Pan (TREMOLO / PAN)

These effects simulate the tremolo that is built into some guitar amps.

1. -----(BLANK) ....
2. SPREAD ....[0...10]: Switches between tremolo and pan. *For CHAIN5
   -----(BLANK) .... : *For TREMOLO
3. SPEED ....[1.0...10Hz]: Adjusts the speed of tremolo.
   ....[0.1...10Hz]: Adjusts the speed of tremolo. *For CHAIN5
4. DEPTH ....[0...10]: Adjusts the depth of tremolo.
5. -----(BLANK) .... :

PitchSft (PITCH SHIFTER)
StPitch (STEREO PITCH SHIFTER)

These are pitch shifter effects with a ±2 octave range of adjustment.

1. -----(BLANK)......................
2. -----(BLANK)......................
3. PITCH .... [–24...+24]: Adjusts the pitch change amount.
4. FINE .... [–50...+50]: Fine adjustment of pitch change amount.
5. MIX .... [0...10]: Adjusts the amount of effect mixed into the sound.

For stereo

1. L PITCH........... [–24...+24]: Adjusts the L ch pitch change amount.
2. L FINE.............. [–50...+50]: Fine adjustment of the L ch pitch change amount.
3. R PITCH .... [–24...+24]: Adjusts the R ch pitch change amount.
4. R FINE .... [–50...+50]: Fine adjustment of the R ch pitch change amount.
5. MIX .... [0...10]: Adjusts the amount of effect mixed into the sound.

Phaser (PHASER)
StPhaser (STEREO PHASER)

These modulate the phase to give a “swirling” character to the sound.

1. MANUAL .... [1...10]: Adjusts the frequency at which the effect applies.
2. FEEDBACK........... [0...10]: Adjusts the distinctive tonal character.
3. SPEED............ [0.1...10Hz]: Adjusts the modulation speed.
4. DEPTH................... [0...10]: Adjusts the depth of the effect.
5. -----(BLANK)......................

Octave (OCTAVE)

This effect generates a sound one octave below the input, which can be mixed into the original sound to give it more “bottom end.”

⚠ This may not operate correctly if you play multiple strings simultaneously, or if you play low notes.

1. -----(BLANK) ....
2. -----(BLANK) ....
3. -----(BLANK) ....
4. DEPTH ....[0...10]: Adjusts the amount of one-octave lower sound.
5. MIX ....[0...10]: Adjusts the amount of original sound.

WahUp (WAH UP)

This is a band-pass filter type auto wah, similar to a pedal wah.

It is placed before the drive block.

1. ATTACK.................[1...10]: Adjusts the attack speed of the wah in response to your picking.
2. SENS.......................[0...10]: Adjusts the sensitivity of the wah.
3. -----(BLANK) ....
4. -----(BLANK) ....
5. -----(BLANK) ....

WahDwn (WAH DOWN)

This is a wah in which the filter operates in the opposite direction from WAH UP.

* The parameters are the same as “WAH UP.”

B WahUp (BASS WAH UP)

This is a low-pass filter type auto wah. It is suitable for instruments such as electric bass.

1. ATTACK.................[1...10]: Adjusts the attack speed of the wah in response to your picking.
2. PEAK ....[0...10]: Adjusts the sensitivity of the wah.
3. -----(BLANK) ....
4. -----(BLANK) ....
5. -----(BLANK) ....

B WahDwn (BASS WAH DOWN)

This is a wah in which the filter operates in the opposite direction from BASS WAH UP.

* The parameters are the same as "BASS WAH UP."

Filter1 (FILTER1)

This is a band pass filter with a fixed frequency.
It is placed before the drive block.

1. FREQENCY........... [1...10]: Adjusts the center frequency of the filter.
2. -----(BLANK)......................
3. -----(BLANK)......................
4. -----(BLANK)......................
5. -----(BLANK)......................

Filter2 (FILTER2)

This is a low pass filter with a fixed frequency.

1. FREQUENCY .... [1...10]: Adjusts the center frequency of the filter.
2. PEAK .... [1...10]: Adjusts the curve of the filter.
3. -----(BLANK)......................
4. -----(BLANK)......................
5. -----(BLANK)......................

SlowAtk (SLOW ATTACK)

This slows the attack of each picked note, producing a violin-like effect.

1. ATTACK................ [1...10]: Adjusts the time over which the volume rises.
2. THRESHOLD .... [1...10]: Adjusts the level at which the effect applies.
3. -----(BLANK)......................
4. -----(BLANK)......................
5. -----(BLANK)......................

AMBIENCE BLOCK

1. DELAY

Delay (MONO DELAY)

This is a mono delay with a maximum delay time of 2.0 seconds.

1. TIME....................... [0...2s]: Adjusts the delay time.
2. FEEDBACK ....[0...10]: Adjusts the feedback (delay repeats).
3. TONE......................[0...10]: Adjusts the tone of the delayed sound.
4. -----(BLANK) ....
5. MIX ....[0...10]: Adjusts the mix amount of the delayed sound.

2. AMBIENCE

Echo (ECHO)

This effect simulates a tape echo unit.

1. TIME.......................[1...10]: Adjusts the delay time.
2. FEEDBACK ....[0...10]: Adjusts the feedback (delay repeats).
3. TONE......................[0...10]: Adjusts the tone of the echo.
4. -----(BLANK) ....
5. MIX ....[0...10]: Adjusts the mix amount of the echo.

StDelay (STEREO DELAY)

This is a stereo delay with a maximum delay time of 1.0 second (for CHAIN5) or 1.75 seconds (for CHAIN8).

1. TIME....................... [0...1s]: Adjusts the delay time.
   .... [0...1.75s]: *For CHAIN8
2. FEEDBACK ....[0...10]: Adjusts the feedback (delay repeats).
3. TONE......................[0...10]: Adjusts the tone of the delayed sound.
4. SPREAD ....[0...10]: Adjusts the left / right spread of the sound.
5. MIX ....[0...10]: Adjusts the mix amount of the delayed sound.

PPDelay (STEREO PING PONG DELAY)

This is a stereo delay in which the sound bounces between left and right.

1. TIME ....[0...1.75s]: Adjusts the delay time.
2. FEEDBACK........... [0...10]: Adjusts the feedback (delay repeats).
3. TONE..................... [0...10]: Adjusts the tone of the delayed sound.
4. MODE....................... [1, 2]: Switches the order of output.
   1: Output from L, 2: Output from R
5. MIX .... [0...10]: Adjusts the mix amount of the delayed sound.

Room (ROOM)

This simulates the acoustics of rooms ranging from a small studio-sized room to mid-sized rooms such as a garage.

1. TIME .... [1...10]: Adjusts the length of reverberation.
2. -----(BLANK)......................
3. TONE..................... [1...10]: Adjusts the tone of the reverberation.
4. -----(BLANK)......................
5. MIX .... [0...10]: Adjusts the mix amount of the reverberation.

Hall (HALL)

This simulates the acoustics ranging from mid-sized to large halls

* The parameters are the same as "ROOM."

Spring (SPRING)

This simulates the spring reverb unit built into some guitar amps.

* The parameters are the same as "ROOM."

Plate (PLATE)

This simulates a plate reverb unit.

* The parameters are the same as "ROOM."

NR / GATE BLOCK

note The NR / GATE block is not displayed as an effect module, but can be selected as part of the edit parameters.

1. NR

NR (NOISE REDUCTION)

This effect suppresses noise.

1. NR SEND...............[0...10]: Adjusts the depth of the effect.
2. -----(BLANK) ....
3. -----(BLANK) ....
4. -----(BLANK) ....
5. -----(BLANK) ....

note It is not possible to turn "NR" off. If you do not want to apply the effect, set "NR SEND" to "0."

2. GATE

Gate (GATE)

This effect suppresses noise.

1. GATE THRESHOLD . [0...10]: Adjusts the level at which compression is applied.
2. GATE ATTACK.......... [1...10]: Adjusts the attack time.
3. GATE RELEASE......... [1...10]: Adjusts the release time.
4. -----(BLANK) ....
5. -----(BLANK) ....

note It is not possible to turn the "GATE" off. If you do not want to apply the effect, set "GATE THRESHOLD" to "0."

Effect Program List

	Prog name	Chain#	For		Prog name	Chain#	For		Prog name	Chain#	For		Prog name	Chain#	For
00	ACOU SIM	Chain1	E.Guitar	25	B OCTAVE	Chain3	Bass Guitar	50	FINALMIX	Chain6	Final	75	St_MdDly	Chain7	Master
01	CL COMP	Chain1	E.Guitar	26	B CHORUS	Chain3	Bass Guitar	51	POP_MIX	Chain6	Final	76	SoftComp	Chain6	Insert
02	50'S	Chain1	E.Guitar	27	B BOOTS	Chain3	Bass Guitar	52	CLUB_MIX	Chain6	Final	77	HardComp	Chain6	Insert
03	60'S	Chain1	E.Guitar	28	B OVDRV	Chain3	Bass Guitar	53	ROCK_MIX	Chain6	Final	78	SoftLimt	Chain6	Insert
04	70'S	Chain1	E.Guitar	29	B DSTOCT	Chain3	Bass Guitar	54	STD_MIX	Chain6	Final	79	HardLimt	Chain6	Insert
05	80'S	Chain1	E.Guitar	30	B CLN DY	Chain3	Bass Guitar	55	LIM-HiEQ	Chain6	General	80	UltraLim	Chain6	Insert
06	90'S	Chain1	E.Guitar	31	MOTOWN-B	Chain3	Bass Guitar	56	LIM-MidQ	Chain6	General	81	LowRngEQ	Chain6	Insert
07	2001	Chain1	E.Guitar	32	PICK BST	Chain3	Bass Guitar	57	LIM-LowQ	Chain6	General	82	MidRngEQ	Chain6	Insert
08	TREMOR	Chain1	E.Guitar	33	FINGFLAN	Chain3	Bass Guitar	58	TAPE_SIM	Chain6	General	83	Hi_RngEQ	Chain6	Insert
09	STRAYCAT	Chain1	E.Guitar	34	B SLAP	Chain3	Bass Guitar	59	DIGI_SIM	Chain6	General	84	Max_Bass	Chain6	General
10	PIEZO	Chain1	E.Guitar	35	MIC ACOU	Chain4	Ac. Guitar *	60	BrightHL	Chain8	Master	85	Cl_Sound	Chain6	General
11	BLUES	Chain1	E.Guitar	36	MicAcou2	Chain4	Ac. Guitar *	61	MiniHall	Chain8	Master	86	NaturlEQ	Chain6	Insert
12	ROCK	Chain1	E.Guitar	37	ACOUS DI	Chain4	Ac. Guitar	62	BrightPL	Chain8	Master	87	LowCutEQ	Chain6	Insert
13	METAL	Chain1	E.Guitar	38	AcousDi2	Chain4	Ac. Guitar	63	Room_RV	Chain8	Master	88	LowBstEQ	Chain6	Insert
14	JAZZ	Chain1	E.Guitar	39	VOC MIC	Chain4	Vocals *	64	SpringRV	Chain8	Master	89	Hi_BstEQ	Chain6	Insert
15	COUNTRY	Chain1	E.Guitar	40	VOC MIC2	Chain4	Vocals *	65	Echo	Chain8	Master	90	Hi_CutEQ	Chain6	Insert
16	OCTAVE	Chain1	E.Guitar	41	MIC DI	Chain4	Vocals	66	Voc_Chor	Chain5	Master	91	DigiGate	Chain6	Insert
17	FUNKY	Chain1	E.Guitar	42	MIC DI2	Chain4	Vocals	67	VocFlang	Chain5	Master	92	Radio_EQ	Chain6	General
18	PHASHED	Chain1	E.Guitar	43	DRUM MIC	Chain4	Drums *	68	VocMoDly	Chain5	Master	93	DriveLim	Chain6	General
19	SHIFTER	Chain1	E.Guitar	44	DrumMic2	Chain4	Drums *	69	VocPhasr	Chain5	Master	94	Max_Lim	Chain6	General
20	SLOW ATK	Chain1	E.Guitar	45	KB LO EQ	Chain2	Keyboard	70	PsftEcho	Chain5	Master	95	PP_Delay	Chain8	Master
21	U-VIBE	Chain1	E.Guitar	46	KB MIDEQ	Chain2	Keyboard	71	St_Flang	Chain7	Master	96	SweepFlg	Chain5	Master
22	FLANGE	Chain1	E.Guitar	47	KB HI EQ	Chain2	Keyboard	72	St_Pitch	Chain7	Master	97	Oct-Dely	Chain5	Master
23	2X DELAY	Chain1	E.Guitar	48	KB WD EQ	Chain2	Keyboard	73	St_Phase	Chain7	Master	98	PDlyEcho	Chain5	Master
24	WAH SOLO	Chain1	E.Guitar	49	KB WD3EQ	Chain2	Keyboard	74	St_Chors	Chain7	Master	99	Pan-Echo	Chain5	Master

* (Internal MIC)

Effect Chain List

For each chain, the following effects can be selected.

[DRIVE / LMT]

CHAIN1	CHAIN2	CHAIN3	CHAIN4	CHAIN5	CHAIN6	CHAIN7	CHAIN8
TopBoost	Limiter	B Comp	Limiter		Limiter		
US HI-G		B Ovdrv					
Brit Stk		B Dist					
BigFuzz		B Octave					
Seattle		B OctDst					
Mtl Dist							
Fat Dist							
ClasDist							
Tube OD							
ClasComp							
Acoustic							

[CABI / EQ]

CHAIN1	CHAIN2	CHAIN3	CHAIN4	CHAIN5	CHAIN6	CHAIN7	CHAIN8
1x 8 Twd	LowEQ	Solid1	Vntg.Dy		LowEQ		
1x12 Twd	MidEQ	Solid2	Multi.Cn		MidEQ		
1x12 Blk	HighEQ	Tube1	Perc.Cn		HighEQ		
1x12AC15	WideEQ1	Tube2	Whale.Dy		WideEQ1		
2x12 Blk	WideEQ2	Hi-Gain1	Vocal.Cn		WideEQ2		
2x12AC30	WideEQ3	Hi-Gain2	Vocal.Tb		WideEQ3		
2x12 ClA			BDrum.Dy				
4x10 Twd							
4x12 Cls							
4x12 Vin							
4x12 Mdn							

[MOD]

CHAIN1	CHAIN2	CHAIN3	CHAIN4	CHAIN5	CHAIN6	CHAIN7	CHAIN8
Chorus	Chorus	Chorus	Chorus	Chorus*		StChorus	
Flanger	Flanger	Flanger	Flanger	Flanger*		StFlange	
ModDelay	ModDelay	ModDelay	ModDelay	ModDelay*		StModDly	
Tremolo	Tremolo	Tremolo	Tremolo	Trem / Pan		StPitch	
PitchSft	PitchSft	PitchSft	PitchSft	PitchSft*		StPhaser	
Phaser	Phaser	Phaser	Phaser	Phaser*			
Octave	Octave	Octave	Octave	Octave*			
WahUp	WahUp	B WahUp	WahUp				
WahDwn	WahDwn	B WahDwn	WahDwn				
Filter1	B WahUp	Filter1	B WahUp				
Filter2	B WahDwn	Filter2	B WahDwn				
SlowAtk	Filter1	SlowAtk	Filter1				
	Filter2		Filter2				
	SlowAtk		SlowAtk				

[AMB]

CHAIN1	CHAIN2	CHAIN3	CHAIN4	CHAIN5	CHAIN6	CHAIN7	CHAIN8
Delay	Delay	Delay	Delay	Echo			Room*
				StDelay			Hall*
							Spring*
							Plate*
							Echo
							StDelay
							PPDelay

[NR / GATE]

CHAIN1	CHAIN2	CHAIN3	CHAIN4	CHAIN5	CHAIN6	CHAIN7	CHAIN8
NR	GATE	NR	GATE		GATE		

note Effects marked by an asterisk* generate the effect sound from the L channel of the input, and produce a stereo effect from L / R. When using these effects, be sure to input the signal to the L channel (or to Send-L if using the effect as a master effect).

Troubleshooting

No sound

- ☐ Is the power of the PXR4 and / or connected devices turned on? (→p.14)
- ☐ Are the amp or headphone connections correct?

Can’t hear the playback

- ☐ The [MASTER] fader or [PHONES] knob may have been set to “0.”
- ☐ The track volume level may have been lowered. After using the faders for effect editing, or after using the faders to adjust pan or send, the position of the faders may not match the actual volume levels.
- → After pressing the [EXIT] key to exit the current mode, raise and lower the faders so that the actual volume levels match the fader positions, and then adjust the levels appropriately.
- ☐ If when using punch-in / out you cannot hear the playback for other than the specified recording range of the recording track, you may have turned the “AutoIn” function “On.” (→p.27)

Can’t hear the input sound

- ☐ Is the [INPUT SELECT] switch set correctly?
- ☐ Have you pressed a [REC SELECT] switch to set the desired input track as the recording track (a ○ symbol displayed by the number)?
- ☐ Is the [TRIM] knob raised to an appropriate level?
- ☐ Make sure that sound is being input.
- → Hold down the [SHIFT] key and press the [DISPLAY] key to set the “DISPLAY” indicator to “PRE,” and watch the meter to verify that sound is being indicated for each of the mixer tracks.
  Raise the [TRACK] and [MASTER] faders to appropriate positions. If the level meters do not move, no sound is being input to the tracks.
- ☐ If you no longer hear the input sound when a recording track (○ displayed at the number) is played back, did you set “AutoIn” to “Off”? (→p.27)

[TRACK] faders don’t work

- ☐ After using the faders to edit an effect, or after using the faders to adjust pan or send levels, the position of the faders may not match the actual volume levels.
- → After pressing the [EXIT] key to exit the current mode, raise and lower the faders so that the actual volume levels match the fader positions, and then adjust the levels appropriately.

Can’t record

- ☐ The [TRACK] faders may have been lowered (for conventional recording).
- ☐ The [MASTER] fader may have been lowered (for bounce recording: i.e., when something is selected for “BOUNCE”).
- ☐ Is the [REC SELECT] of the recording track set to REC (○ displayed at the number)?
- ☐ Is there enough free space on the card?

→ Set the counter display to "FreeTime" and check the amount of recordable time. (→p.56)

☐ Is the bounce setting ("BOUNCE") appropriate? (→p.29)

→ If the bounce setting ("BOUNCE") is set to "CONV," the recording will be created as a new song. (→p.51)

Can't record two tracks simultaneously

☐ The "EFFECT ASSIGN" (effect insert location) may have been set to "GUITAR."

→ If this is set to "GUITAR," only one track can be recorded simultaneously.

Input sound or recorded sound contains noise or distortion

☐ Is the [TRIM] knob raised to an appropriate level?

→ If the [TRIM] setting is too high the sound will distort; if it is too low, noise will be heard. (→p.18)

☐ If the effect input is distorted, make the following adjustments.

Guitar/insert effect: Hold down the [SHIFT] key and press the [DISPLAY] key, and select the "PRE" setting for "DISPLAY." Then use [TRIM] etc. to adjust the input volume as high as possible without allowing "CLIP" to light in the level meter.

Master effect: Adjust the faders and send level so that "CLIP" for the master L/R track does not light.

Final effect: Adjust the faders so that "CLIP" does not light for the master L/R track.

☐ If the effect output is distorted, make the following adjustments.

Guitar/insert effect: Adjust the effect parameters and [TRIM] while listening to the sound.

Master/final effect: Adjust the effect parameters so that "CLIP" for the master L/R track does not light.

Effect does not apply

☐ Tuner mode may have been selected.

→ The effect will be bypassed (off) when the tuner is selected.

☐ Is the master volume of the effect program set to "0" or close to "0"?

→ Press the [EFFECT] key, then press the [CURSOR] right key several times to display "ProgMVol," and raise the volume setting.

☐ Is the [TRIM] knob raised to an appropriate level?

→ If the [TRIM] setting is too low, the effect may not be applied in some cases.

Guitar/insert effect does not apply

☐ Is the effect insert location appropriate?

→ Hold down the [SHIFT] key and press the [EFFECT] key, and set "EFFECT ASSIGN" to "GUITAR" or "INSERT." (→p.35)

☐ It is not possible to use a guitar/insert effect on a playback track.

Master effect does not apply

☐ Is the effect insert location correct?

→ Hold down the [SHIFT] key and press the [EFFECT] key, and set "EFFECT ASSIGN" to "MASTER." (→p.35)

☐ Is the send level from each track set to "0"or close to "0"?

→ Press the [MIXER] key, and use the [CURSOR] keys to raise the "Send-L" and "Send-R" send levels.

□ Is the return level set to “0” or close to “0”?
→ Press the [EFFECT] key to access Effect mode, press the [CURSOR] right key several times to display “EffRetLv,” and raise the return level.

Final effect does not apply

□ Is the effect insert location correct?
→ Hold down the [SHIFT] key and press the [EFFECT] key, and set “EFFECT ASSIGN” to “FINAL.” (→p.35)

Rhythm

Can’t hear rhythm sounds

□ Is rhythm selected?
→ Hold down the [SHIFT] key and press the [RHYTHM] key, and in the page that appears set “Rhythm” to a setting other than “Off.” The rhythm icon will appear in the upper right of the display.
□ The rhythm volume may have been lowered.
→ Press the [SYSTEM] key, and when “Tempo” appears, press the [CURSOR] right key four times to display “RhythmLv.” Then adjust the rhythm volume.
□ The recorder may be stopped.
→ Press the [PLAY] key to play back. The rhythm will sound when the recorder is recording or playing.
If you want to hear the rhythm while the recorder is stopped, press the [SYSTEM] key to display “Tempo,” and press the [CURSOR] right key to enter the Tempo Edit page.

Rhythm sound does not stop (volume is too loud)

□ Has the rhythm been turned on?
→ If the rhythm icon is displayed, hold down the [SHIFT] key and press the [RHYTHM] key, and turn the “Rhythm” setting “Off.”
The rhythm icon in the upper right of the display will disappear.
□ Is the rhythm volume raised excessively?
→ Press the [SYSTEM] key to display “Tempo,” and press the [CURSOR] right key to display “RhythmLv.” Adjust the volume in this screen.

Nothing happens when you press a key

□ In some cases, a key may not function while the recorder is playing or recording.
→ Stop the recorder and try the operation once again.
□ In Effect / Tuner mode, it is not possible to change the “EFFECT ASSIGN” setting.
→ Press the [EXIT] key to execute Effect mode, and then select the desired setting.

Card

Display indicates “No Card”

□ Is the card inserted correctly? (→p.12)
→ Turn off the power, re-insert the card, and then turn the power on once again.

Display indicates “CdFormat”

☐ Was the card formatted (initialized) on the PXR4? (→p.61)

→ If you are using a card that was initialized on another device such as a computer or digital camera, you will need to initialize the card on the PXR4.

☐ Is the card inserted correctly? (→p.12)

→ Turn off the power, re-insert the card, and then turn the power on once again.

Display indicates “CdRecvry”

☐ Did you turn off the power of the PXR4 while the card was being accessed? (→p.61)

→ It is possible that the data in the card has been damaged. Execute the Card Recovery operation to recover the data.

USB

Your computer does not recognize the PXR4

☐ Is the USB cable connected correctly? (→p.52)

→ Re-connect the cable.

Your computer does not release the PXR4

☐ The procedure will depend on the operating system of your computer. (→p.52)

When you connect the PXR4, you are requested to install software or a device driver

☐ Does the operating system version of your computer support the PXR4? (→p.52)

Messages

CardLock

☐ While USB-connected, it is forbidden to remove the card from the PXR4.

→ Do not disconnect the USB cable when this message is displayed. Doing so may damage the data in the card. Data can be written from the computer to the card inserted in the PXR4.

CdFormat

(→p.87: Display indicates “CdFormat”)

CdNotRdy

☐ While USB-connected, no card is inserted into the PXR4, or the card cannot be accessed.

→ Insert a card. If a card is already inserted, turn off the power, re-insert the card, and then turn the power on once again. In this state, it is possible to disconnect the USB connection.

CdRecvry

(→p.87: Display indicates “CdRecvry”)

CrdReady

☐ While USB-connected, the computer is ready to access the card inserted in the PXR4.

→ Data can be written from the computer to the card inserted in the PXR4. In this state, it is possible to disconnect the USB connection.

CrdRetry

☐ The card cannot be detected correctly, or is in a state in which access is not possible.

→ Insert a card. If a card is already inserted, turn off the power, re-insert the card, and then turn the power on once again.

Finish!

☐ The operation was completed successfully.

SongFull

☐ You have exceeded the maximum number of songs that can be stored in a card.
→ Delete unwanted songs, or use another card.

Working.

☐ An operation is being performed. Please wait until this message disappears.

Error messages

Batt Low

☐ The batteries have run down. The PXR4 cannot be operated.
→ Turn off the power, and either replace the batteries or connect the AC adapter. Then turn the power on again.

Card#@@@

☐ The card could not be accessed correctly. (@@@ will indicate a number.)
→ Execute “CdRecvry” (→p.62). If an error message still appears, use “CdFormat” (→p.62) to format the card.

>>Card<<

☐ An editing operation such as “CopyTrk” or “Copy-Song” could not be executed due to insufficient free space on the card.
→ Execute “CdRecvry” (→p.62). If an error message still appears, use “DelV-Trk” (→p.49) to delete unneeded tracks. If it is still not possible to execute the operation, delete unneeded songs.

CardFull

☐ There is not enough space on the card for recording.
→ Execute “CdRecvry” (→p.62). If an error message still appears, and you do not mind being unable to Undo the previous operation for that song, execute “DelUndo” (→p.63) for that song. Alternatively, if you do not mind being able to Undo previous operations for all songs, execute “DelUndo” for “All.” If this does not increase the free space sufficiently, use “DelV-Trk” (→p.49) to delete unneeded tracks. If there is still not enough space, delete unneeded songs.

CdProtct

☐ The card is write-protected.
→ If you want to write to the card, turn off the power, remove the card, peel off the protect label affixed to the card, re-insert the card, turn the power back on, and try the operation again.

Done OK?

☐ Undo will not be possible; execute anyway?
→ This will be displayed after a warning of “UndoOver.” “Yes” will execute and save to the card, or “No” will cancel execution and will not save to the card.

EtryFull

☐ The song cannot be created or renamed or the effects saved, because no more files can be created on the card.

→ Use Delete Song to delete unneeded songs.

EvntFull

☐ Recording is not possible, since there are not enough free events in the song.

→ To increase the number of free events, use “DelV-Trk” (→p.49) to delete unneeded tracks.

In >Out

☐ When executing a track editing operation such as “CopyTrk,” the InTime is located later than the Out-Time.

→ Re-specify the time settings correctly.

MarkFull

☐ The number of marks has exceeded the limit.

→ Delete unneeded marks.

No Card!

☐ No card is inserted.

→ Insert a card. If a card is already inserted, turn off the power, re-insert the card, and then turn the power back on.

NoLength

☐ When executing a track editing operation, the InTime and OutTime (or ToTime and EndTime) were set to the same time location.

→ Set each time correctly.

NotReady

☐ In Mark mode, either the mark is one that cannot be erased, or the mark cannot be erased because the recorder is operating.

→ Marks “–” and “00” cannot be erased. If another mark is displayed, press the [STOP] key to stop the recorder, and then erase the mark.

RecSave?

☐ Do you want to save the recording as long as there is space on the card?

→ This will be displayed after the “CardFull” warning is displayed. Select “Yes” to save the recording on the card, or “No” to discard the recording and not save it.

SameVTrk

☐ You are attempting to edit the same virtual track of the same track.

→ Check your track selection.

SngFilEr

☐ The song data is incorrect or has been damaged.

→ Execute “CdRecvry” (→p.62). If an error message still appears, use “DelSong” (→p.42) to delete that song.

SongFull

☐ The maximum number of songs has been exceeded.

→ Delete unneeded songs.

To >End

☐ When executing “ExpTrack,” the ToTime is set later than the EndTime.

→ Set each time correctly.

To-End.5

☐ When executing “ExpTrack,” the ToTime and End-Time are set (relative to the InTime-OutTime) to settings that cannot be executed (i.e., compression to less than 50%).

→ Re-set the time settings to appropriate values.

To-Endx2

□ When executing “ExpTrack,” the ToTime and End-Time are set (relative to the InTime-OutTime) to settings that cannot be executed (i.e., expansion to greater than 200%).

→ Re-set the time settings to appropriate values.

UndoOver

□ The Undo memory area of the PXR4 is full.

→ Execute “CdRecvry” (→p.62). If an error message still appears, use “DelV-Trk” (→p.49) to delete unneeded tracks. If the message still appears, delete unneeded songs. In this state, Undo will not be available, but track editing can still be performed normally.

Wr?>STOP

□ In Effect mode, writing is not possible since the recorder is running.

→ Press the [STOP] key to stop the recorder, and then write the data.

Rhythm pattern list

	1/4	2/4	3/4	4/4	5/4	6/4	7/4	8/4	1/8	2/8	3/8	4/8	5/8	6/8	7/8	8/8
1	Metro01	Metro01	Metro01	*1	Metro01	Metro01	Metro01	Metro01	Metro01	Metro01	Metro01	Metro01	Metro01	Metro01	Metro01	Metro01
2	Metro02	Metro02	Metro02		Metro02	Metro02	Metro02	Metro02	Metro02	Metro02	Metro02	Metro02	Metro02	Metro02	Metro02	Metro02
3			3/4_1		5/4		7/4							6/8_1		
4			3/4_2											6/8_2		
5														6/8_3		

***1**

4/4									
1	Metro01	**11**	8beat09	**21**	16beat09	**31**	Rock08	**41**	BigBeat2
2	Metro02	**12**	8beat10	**22**	16beat10	**32**	Rock09	**42**	House01
3	8beat01	**13**	16beat01	**23**	16beat11	**33**	Metal	**43**	House02
4	8beat02	**14**	16beat02	**24**	Rock01	**34**	R&R	**44**	Raggae
5	8beat03	**15**	16beat03	**25**	Rock02	**35**	Funk01	**45**	HipHop
6	8beat04	**16**	16beat04	**26**	Rock03	**36**	Funk02	**46**	R&B
7	8beat05	**17**	16beat05	**27**	Rock04	**37**	Funk03	**47**	Disco01
8	8beat06	**18**	16beat06	**28**	Rock05	**38**	Funk04	**48**	Disco02
9	8beat07	**19**	16beat07	**29**	Rock06	**39**	Funk05	**49**	Jazz01
10	8beat08	**20**	16beat08	**30**	Rock07	**40**	BigBeat1	**50**	Jazz02

Specifications

<Recorder section>

Number of tracks:	4 tracks × 8 virtual tracks 4 tracks simultaneous playback / 2 tracks simultaneous playback
Recording format:	16 bit MPEG1 Layer 2 compression 32 kHz
Recording time: when using 16 MB SmartMedia	Hi Quality = approx. 11 minutes / 1 track Standard = approx. 16 minutes / 1 track Economy = approx. 33 minutes / 1 track maximum of approx. 270 minutes / 1 track (Economy, when using 128 MB)

* Recording time may vary slightly depending on conditions of use.

Number of songs:	99 songs per card
Mark points:	100 points per song
Tempo:	40–240
Metronome types:	32
Rhythm types:	55
Track editing:	Copy, Insert, Erase, Delete, Time Expansion / Compression
Song editing:	Rename, Copy, Delete
Counter:	Min / Sec / Msec, Meas / Beat / Tick

<Mixer section>

Structure:	4 ch + 2 ch (when using sub-input function)

<Effect section>

Structure:	Guitar, Insert, Master, Final One of the above can be selected for use
Effects:	100 preset / 100 user

<Tuner>

Detection range:	27.5 Hz–2093 Hz
Calibration:	fixed at A=440 Hz

<Card>

Usable cards:	3.3V SmartMedia (4–128 Mbyte)

<General>

Power supply:	included AC adapter, or two AA alkaline batteries (sold separately)
Operating time (when using batteries):	2 hours (Backlit off)
Dimensions:	124 mm (W) × 110 mm (D) × 34 mm (H)
Weight:	265 g (not including batteries)

Analog / digital input / output specifications

A / D, D / A conversion:	24 bit
Sampling frequency:	32 kHz

<GUITAR INPUT>

Connector:	6.3 mm phone jack (unbalanced)
Input impedance:	470 kΩ (LOW) / 940 kΩ (HIGH)
Maximum level [LOW]:	+8dBu (typ.)
[HIGH]:	+14dBu (typ.)

Rated level

	[LOW]:	–44dBu@TRIM=max
		–4dBu@TRIM=min
	[HIGH]:	–38dBu@TRIM=max
		+2dBu@TRIM=min
Source impedance:		600Ω

<LINE INPUT>

Connector:	mini-stereo phone jack
Input impedance:	10 kΩ
Maximum level:	+2dBu
Rated level:	–50dBu@TRIM=max
	–10dBu@TRIM=min
Source impedance:	600Ω

<OUTPUT>

Connector:	mini-stereo phone jack
Output impedance:	1 kΩ
Maximum level:	+0dBu
Rated level:	–12dBu
Load impedance:	greater than 10 kΩ

<PHONES OUTPUT>

Connector:	mini-stereo phone jack
Output impedance:	10 Ω
Maximum level:	7 mW@33 Ω

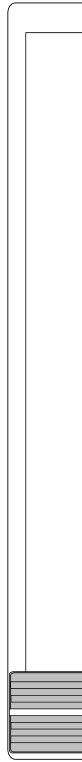
<USB>

Connector:	type B
Supported OS:	Windows Me / 2000 or later
	Mac OS 9.0.4 or later

Included items

SmartMedia (16 Mbytes)
PXRC-00S
AC adapter
soft case

* Appearance and specifications are subject to change without notice for improvement.



Index

P

R

S

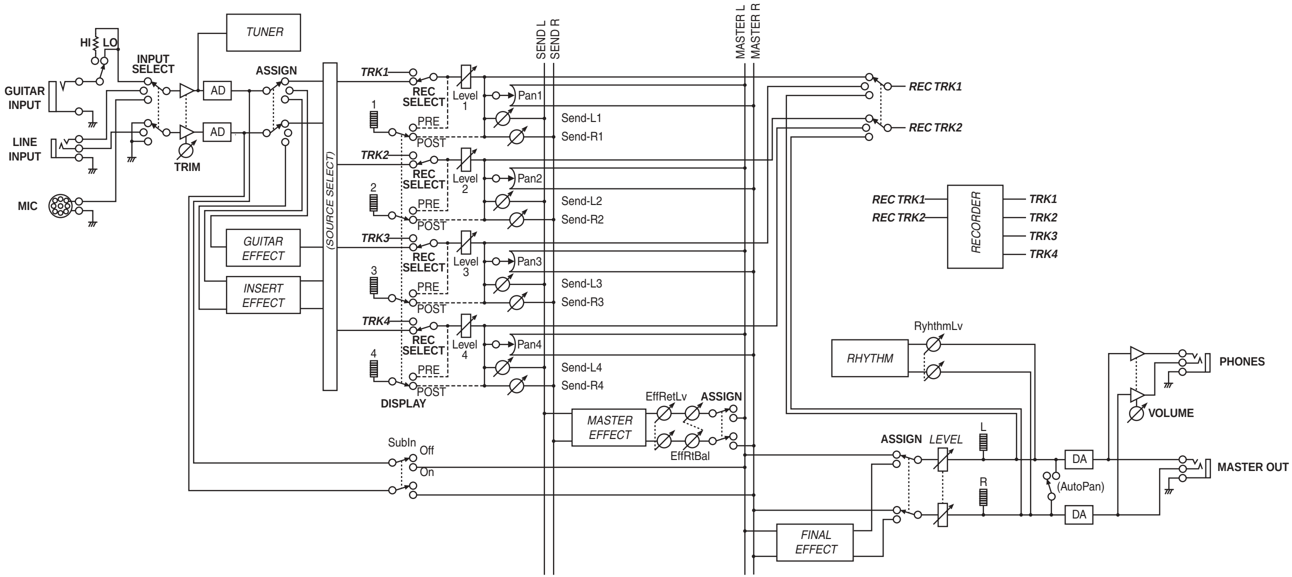
T

U

V

W

Block diagram



IMPORTANT NOTICE TO CONSUMERS

This product has been manufactured according to strict specifications and voltage requirements that are applicable in the country in which it is intended that this product should be used. If you have purchased this product via the internet, through mail order, and/or via a telephone sale, you must verify that this product is intended to be used in the country in which you reside.
WARNING: Use of this product in any country other than that for which it is intended could be dangerous and could invalidate the manufacturer's or distributor's warranty.
Please also retain your receipt as proof of purchase otherwise your product may be disqualified from the manufacturer's or distributor's warranty.

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